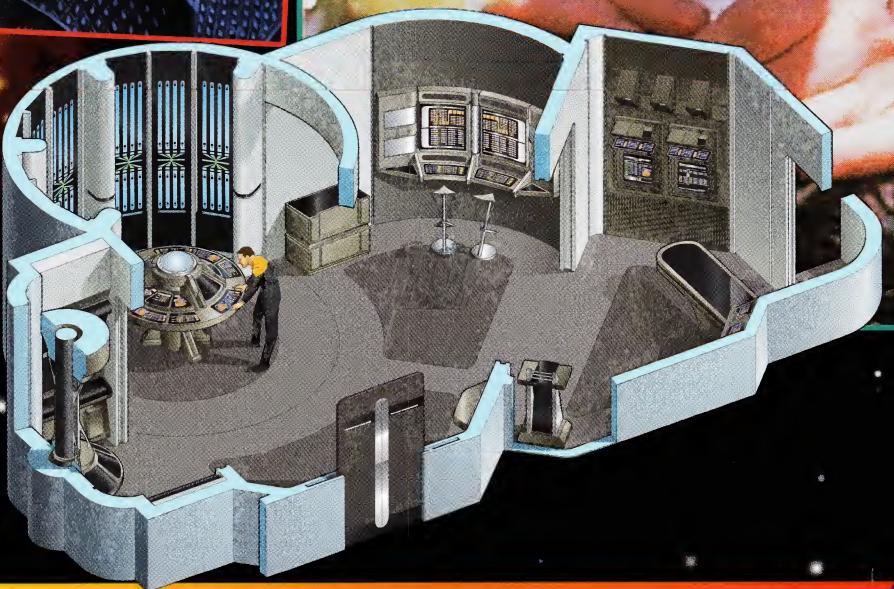
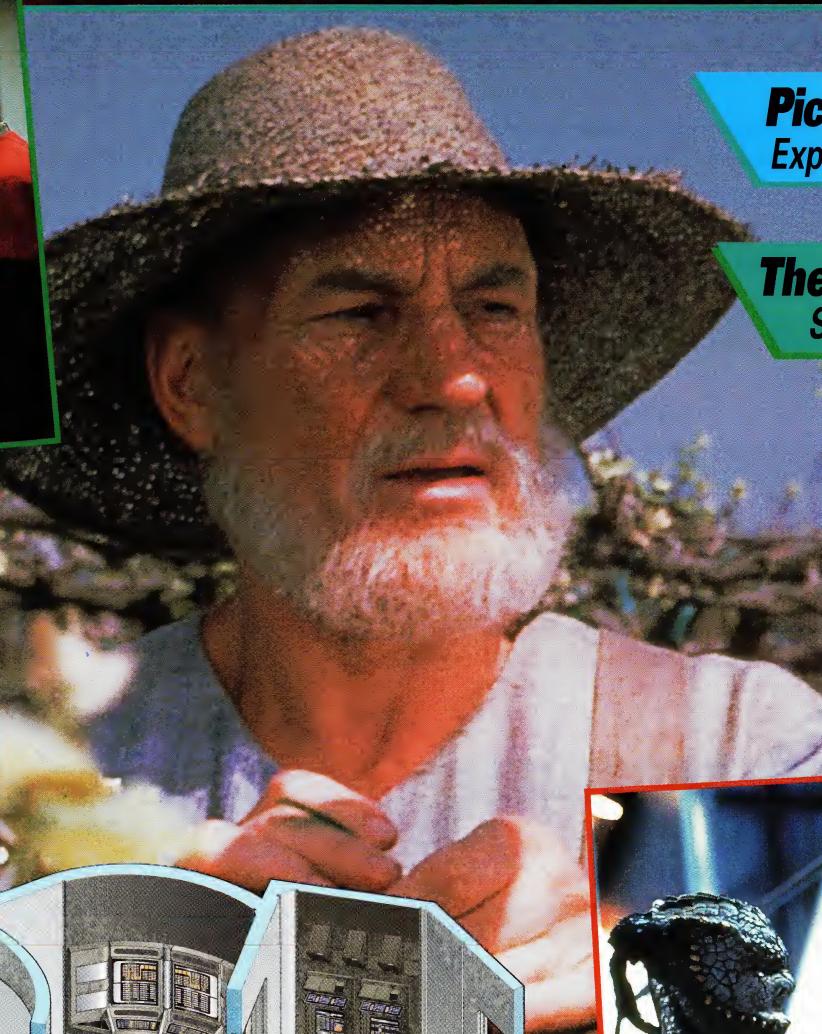




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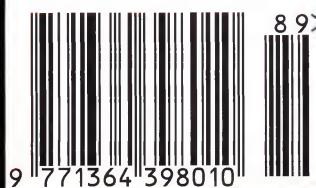
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Maritime civilization

Gul Erek
Maquis enemy



Klingons and Other Races
Galactic diplomacy, Klingon style

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THE
KLINGON
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The Guide to the STAR TREK Galaxy

FILE 11 CARD 23



THE
KLINGON
EMPIRE

KLINGONS AND OTHER RACES

The Klingons have proved themselves to be a fierce warrior race with an intense sense of honor. Their relations with other races may appear strained at times, however, and more often than not are highly volatile.

The Klingons are a fiercely proud and individualistic culture and their relations with the other races that share the Galaxy have always been volatile, to say the least. Seeing themselves as superior in both culture and nature to all other beings, Klingons have frequently applied their doctrine of force ruling all against their interstellar neighbors, often with deadly consequences; and yet, while the **Klingon Empire** appears at first to be nothing more than a warlike and tradition-bound society of soldiers, over the centuries the Klingon people have also shown respect and honor for other cultures. In many ways, they are a species given to extremes as both friends and enemies.

Fierce beginnings

First contact between the Klingons and the races that make up the **United Federation of Planets** occurred in 2218, with violent and terrible results, leading to a protracted 'cold war' of espionage and armed skirmishes that lasted for more than a century. Despite the intervention of the noncorporeal **Organians** in 2267, and their enforced creation of the **Organian Peace Treaty**, Klingon-Federation relations continue to be a thorny problem well into the 2280's. The first moves toward détente occur in

2289 during diplomatic talks at the **Korvat Colony**, but it is not until the disastrous explosion of the moon **Praxis** in 2293 that a thawing begins between the two powers, eventually leading to the signing of the **Khitomer Accords** and the beginning of a true alliance. As predicted by the Organians, the Klingon Empire and the Federation become allies, and with the exception of a brief retraction of the Khitomer Accords in 2372, the association between them remains strong.

My enemy, my ally

By contrast, the Empire's relations with its other neighboring power, the **Romulan Star Empire**, is marked by the hot-and-cold phases of its history. Although the point of first contact between the Klingons and the **Romulans** is unknown, the two powers engage in a brief affiliation circa 2268. At this time, both empires enter into an exchange of military technology that includes starship design, cloaking device technology, and design improvements that later become visible in the **Klingon Bird-of-Prey** warships. Still, this alliance falters for unknown reasons, and the closure of the Romulan border in 2311 effectively seals the end of this fruitful relationship; but while official Klingon-Romulan contact ceases, it is known that espionage between the two powers continues in force. Indeed,

Relations between the Klingons and the Federation are strained throughout the 23rd century, until the historic Khitomer Accords.



The Klingons invade the planet **Organia** in 2267, and show little regard for the lives of the native people, until they reveal themselves to be vastly more powerful.

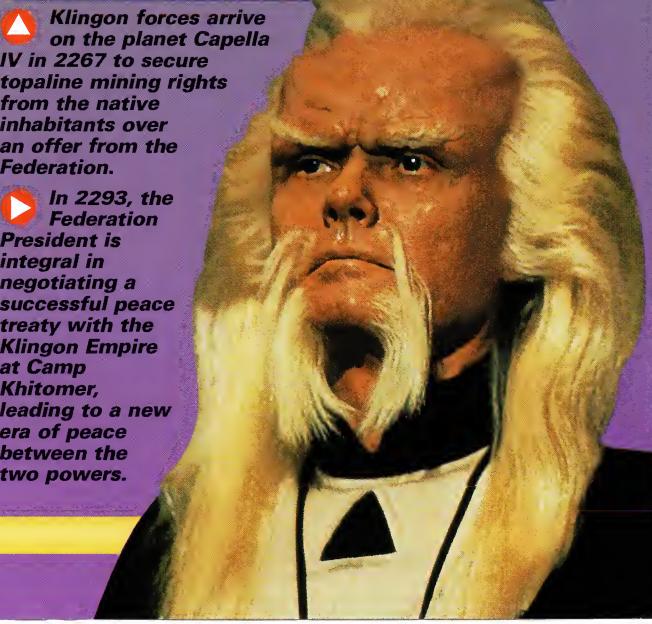


Captain Kirk and Kang are forced to unite to combat the Beta XII-A entity in 2268.



Klingon forces arrive on the planet **Capella IV** in 2267 to secure topoline mining rights from the native inhabitants over an offer from the Federation.

In 2293, the Federation President is integral in negotiating a successful peace treaty with the Klingon Empire at Camp Khitomer, leading to a new era of peace between the two powers.



 During the war with the Gamma Quadrant's Dominion, the Klingon Empire and the Federation strengthen their ties, uniting against the threat to the Alpha and Beta Quadrants.



The Guide to the STAR TREK Galaxy

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KLINGONS AND OTHER RACES



revelation of Romulan involvement sours the Empire's relations with its neighbor, and it is only the events of the war with the **Dominion** in the mid-2370's that force the Klingon people to fight alongside the Romulans, in order to free the **Alpha Quadrant** from the **Jem'Hadar** threat. Still, the future of Klingon-Romulan affairs is doubtful.

Manipulation

Another consequence of the **Dominion War** is the Klingon Empire's attitude toward the **Cardassian Union**. Led by paranoia and possibly by the influence of Dominion shapeshifters in high places, the Empire launches an invasion of Cardassian territory in 2372, after publicly announcing that the ruling **Detapa Council of Cardassia**

Prime has been infiltrated by shapeshifters. In fact, the Klingon invasion plays into the Dominion's hands by weakening **Cardassia** and driving the Union into an alliance with the **Gamma Quadrant** power. In the years that follow, the Klingons spearhead the fight against the Dominion-Cardassian forces along with the Federation's **Starfleet**, eventually taking the battle to the Cardassian homeworld and forcing the surrender of the enemy. With the end to the war, Klingon ill-feeling toward the beaten Cardassians

still runs high, and may be problematic for future relations between the two races.

Conflicts past

Observers consider that the Klingon warrior ethic and tendency to treat each unknown as a potential enemy may stem from a bloody event in their earlier history, around the end of Earth's 13th century. At this point, it is believed that the Klingon people did not possess the capacity for space travel, and as such they were easy prey for the **Hur'q**, a now extinct civilization of ravagers who

 **The Tribbles have proved to be one of the Klingons' most feared enemies, so much so that they have hunted the species to extinction in order to eradicate them.**

laid waste to hundreds of worlds. Legend has it that what the **Hur'q** could not pillage, they destroyed, but their fight against the Klingons left them bloodied. After their invasion of **Qo'noS**, the Klingon homeworld, the **Hur'q** stole a priceless relic, the **Sword of Kahless**, and left the nascent Empire to lick its wounds; in the aftermath of such a devastating attack, it is unsurprising that the

Klingon people come to take up arms against any perceived invader. The Empire is not without its own lust for conflict, however, having been known to attack and subjugate worlds during their military campaigns; indeed, during the latter years of the 23rd century, Klingon battle forces were dispatched to seek out and eradicate the non-sentient **Tribble** species, which the

GALAXY FACTS

 The Kriosians are among the alien civilizations that have been made part of the Klingon Empire. The Kriosian star system is the only Klingon protectorate that neighbors Federation space.

 Despite the Klingons' determined efforts to wipe out the Tribbles, the species is successfully reintroduced when one is transported through time to the 24th century.

TENTATIVE RELATIONS

Klingons and the Romulans

The Klingons and the Romulans have an uneasy past together. In 2268, the two empires agree an uneasy truce which sees them sharing technology – specifically the powerful **D7 Battle Cruiser** starships. In later years the treaty falters, and the two forces return to conflict. Nevertheless, the Romulans retain an interest in Klingon politics, and in 2367 they join forces with the dishonorable House of Duras in an effort to start a Klingon civil war. The Romulans' involvement is ultimately revealed by the crew of the **U.S.S. Enterprise NCC-1701-D**, and with the Duras family shamed, Gowron is elected to lead the High Council.



 The Klingons and Romulans share the design of the **BATTLE CRUISER** in the late 23rd century.



 Klingons and Romulans are often in conflict with one another, the Klingon lust for honor contrasting with the duplicitous nature of the Romulans.

 The Klingon House of Duras allies itself with the Romulan operative Sela in 2367. Their combined manipulation plunges the Klingon Empire into a devastating civil war.



OTHER GROUPS
AND RACES



OTHER GROUPS
AND RACES

The Guide to the STAR TREK Galaxy

FILE 18 CARD 125

THE MONEANS

This once-nomadic race of water-dwellers have made their home in a planet-sized ocean, but their ingenuity in creating their society threatens their way of life — and their very existence.

The Moneans are a race of water-dwelling mammalian bipedal humanoids, apparently descended from creatures like Terran cetaceans. Their distinguishing facial features include two 'blowholes,' one on each side of the nose, instead of the usual humanoid nostrils.

Distinctive features

Moneans have pale, greenish-gray skin, with slightly darker mottled patches on the cheeks and forehead. Their form-fitting suits of brightly-colored synthetics enable them to move unencumbered through their aquatic environment, but preclude

any detailed observation of their anatomy beyond the exposed skin of the face.

Moneans can survive in water for extended periods, but require oxygen at intervals. They are a well-educated and technologically advanced race. Males and females play roles of equal importance in their society.

Nomadic bureaucracy

The Moneans were originally nomads, traveling in their ships from system to system. Three hundred years ago, however, they discovered the 'ocean', an untouched sphere of water with its own abundant supply of animal and plant life, floating in space like a divine gift. Indeed, their

clerics still teach that ocean was a gift from the Creator, intended to sustain them.

Despite their nomadic origins, the Moneans appear very keen on a hierarchical structure, as one of the first things they established was a complex system of government, with strict demarcation of



▲ The Moneans and the crew of the U.S.S. VOYAGER NCC-74656 initially enjoy cordial relations aboard the visiting starship.



▲ The Moneans are wary of alien vessels, but later welcome benevolent visitors to their world.

UNDERWATER WORLD

Aquatic marvel

In the 300 years that have passed since they first discovered the Delta Quadrant world of ocean, the Monean people have endeavored to make this unique and immense body of water their home.

What is first apparent upon diving beneath the surface and arriving at the underwater buildings is the thought that has gone into the design of these beautiful structures; the Monean habitat is a truly breathtaking sight, even for the much-traveled crew of the U.S.S. Voyager NCC-74656.

Pillars of light rise sharply out of the constructs to dazzling effect, and vehicles move between them with graceful ease.



▲ The striking architecture of the Moneans' underwater cities is visible through the murky depths of ocean's waters.

► From space, ocean is a particularly striking — and unique — sight, with immense waves rippling across the blue sphere's surface.



▲ The Moneans' vessels are able to operate efficiently beneath the ocean surface, as well as in space if their mission requires it.

Designation	Unknown
Class	M
Quadrant	Delta
Inhabitants	Humanoid/Cetacean
Class	Class-M, with the unique feature of having no land masses or solid core, being a planet-sized sphere of water.
Government	Democratic, but bureaucratic, with industrial rather than environmental interests taking precedence.
Features	Self-contained interlinked complexes of dwellings and industrial sites beneath the surface.
Starship log	STAR TREK: VOYAGER 'Thirty Days'



GALAXY FACTS

- Many Moneans cling to their nomadic roots, and still make their homes in the spaceships in which they journeyed among the stars for so long.
- The Monean government has 47 Regional Sovereigns for a population of just over 80000.

duties and responsibilities. One **Deputy Counsel Burkus**, of the **Monean Maritime Sovereignty**, has the task of handling contact with out-worlders, but has comparatively little power himself, being answerable to higher authorities.

The Moneans have created an elaborate industrial and residential infrastructure in ocean, farming sea vegetation and extracting oxygen from the water to create a permanent home for their people.

Setting aside the theological account of ocean's origins, until recently most of its inhabitants had believed that the water-world formed naturally, as gas giants do. Recent exploration, at a deeper level than the Moneans had previously penetrated, gives different data.

Over 100000 years ago,



OTHER GROUPS AND RACES

The Guide to the STAR TREK Galaxy

FILE 18 CARD 125



OTHER GROUPS AND RACES

THE MONEANS

ocean used to be part of a large planet inhabited by an advanced culture. The people launched a **multiphasic generator**, capable of creating massive amounts of **gravimetric energy**, into space as a satellite. Once it was in orbit, they activated the generator, which used a **kinetic transfer system** to draw a huge amount of the planet's seas, together with a wide variety of indigenous animal and plant life, into space; a containment field kept it from dissipating. This process took approximately 200 years. Who these beings were, or what their motives were for this bizarre experiment, remain unknown.

Shrinking waters

Shortly before **Stardate 52179**, Monean scientists observe that the volume of water in ocean has decreased by seven percent. Gravitational fluctuations have been detected in the ocean's heart, but since this is 600 kilometers deep, and Monean technology only allows them to explore to depths of 100 kilometers, they are unable to perform a close analysis of this

Counsel Burkus appreciates the aid that the crew of the U.S.S. Voyager have offered, but appears unwilling to make radical efforts to save the world.

phenomenon unaided. A party from the **U.S.S. Voyager NCC-74656** offers to investigate, joined by **Riga**, a Monean scientist. They are shocked to discover the still-functional generator at the planet's core. Uploading from its central computer, they learn the true origins of ocean, and the disturbing fact that the Moneans themselves are apparently responsible for their plight – their oxygen-extracting refineries are changing the ecological balance, which is in turn causing the containment field to destabilize.

As the density of the water increases, the generator compensates by drawing energy from the containment field to prevent itself from being crushed, thereby weakening the field and causing further dissipation, which in turn increases the pressure in a self-destructive cycle. A computer extrapolation indicates that the containment field will fail



entirely within five years if the situation is not corrected.

Imminent dissipation

Reporting back, Riga and the *Voyager* team are shocked at Counsel Burkus's reaction to the news. Riga insists on shutting down several major refineries, and the *Voyager* crew offer support and advice on interim solutions. While Burkus is happy to accept and forward their recommendations to the appropriate subcommittees on Life Support and Agriculture, he proposes to take no immediate action.

Indignant at Burkus's apparent indifference to the fate of his people, **Tom Paris** incites Riga

The crew of the U.S.S. VOYAGER NCC-74656 discover the origins of ocean after discovering that a multiphasic generator keeps the world together.



to accompany him in the **Delta Flyer** on an unauthorized mission to destroy the refineries, thereby compelling the Moneans to make improvements in their technology when they are forced to rebuild.

Enforcing the **Federation's** policy of non-interference, **Captain Kathryn Janeway**

reluctantly fires on the *Delta Flyer*, disabling the ship and taking Paris and Riga into custody before they can achieve their goal. Janeway is not unsympathetic to Paris's feelings, but she cannot ignore his breach of discipline, and punishes him with demotion and a custodial sentence. Riga is returned to the Monean authorities.

Despite their technological advances and their essentially benign nature, the Moneans are ecologically short-sighted. This, together with the labyrinthine structure of their bureaucracy, which effectively precludes any swift or efficient decisions, raises grave concerns about their long-term survival.

DRASTIC ACTION

Taking matters into hand

Tom Paris's impetuous nature, together with **Riga's** desire to save the habitat of his people, leads to the unfortunate instance of **Captain Janeway** having to fire on one of her own officers. Paris's intentions are sound, but the execution of his plan cannot be ignored by the captain, who reduces his rank to ensign.



Paris and Riga take the DELTA FLYER into Monean territorial waters in an effort to destroy the oxygen-extracting refineries.



The DELTA FLYER is successfully adapted to operate within the dense waters of Ocean.

Paris and Riga conspire to save Ocean through a course of action that will be condemned by both of their superiors.

OTHER CARDS IN THIS FILE...

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SEE OTHER FILES...

STAR TREK: VOYAGER...File 71



FILE 29 U.S.S. VOYAGER NCC-74656

SHIP:

U.S.S. VOYAGER NCC-74656

FACILITY:

CHIEF ENGINEER'S OFFICE

LOCATION:

DECK 17

The science laboratories aboard the **U.S.S. Voyager NCC-74656** provide a fast and efficient means of interpreting scientific data.

The **Intrepid**-class **U.S.S. Voyager NCC-74656** is designed for sustained exploration and scientific study, and is equipped with state-of-the-art systems designed to help the crew carry out this vital role. During its journey through the **Delta Quadrant**, Voyager finds and examines many phenomena and conditions never encountered in the **Alpha Quadrant**; so, while the primary goal of **Captain Kathryn Janeway** is the safe return home of her ship and crew, they continue to gather as much data as possible on new worlds and civilizations.

Intrepid-class vessels are equipped with a number of laboratories that are mostly concentrated around Decks 7 and 8. One science laboratory in particular acts as a base for **Chief Engineer B'Elanna Torres** when she is conducting experiments or repairs, although other members of the crew can be assigned to work within this carefully designed environment. Located on Deck 8 Section 22, this science laboratory holds a number of pieces of sensitive equipment and is used for a variety of tasks. Starfleet computer systems are designed to be adaptable, and this becomes particularly important when space is at a premium – consequently, the various control systems and interfaces located within the laboratory can be reconfigured to mission-specific uses as required.

Functional layout

The science laboratory is reached via Deck 8's main corridor, and is accessed through a pair of double sliding doors. Opening into the laboratory's interior, the room appears relatively large due to the majority of the operator's consoles and scientific stations being located around the walls and bulkheads, although mobile pieces of equipment can be wheeled and locked into place anywhere around the single-level room. The deck plating is covered in a two-tone dark and lighter brown carpet, which helps aid noise insulation within the room, and is also useful for defining separate zones within the laboratory.

Dominating the room is a large circular alcove, very similar in design to the area found within Main Sickbay on Deck 5, although the sectional illuminated panels which make up the curved walls of this research area house a series of displays in long vertical strips, rather than offering simple illumination. The circular area is located forward and left of the entrance doors, and has its own lower ceiling section consisting of a number of downward curving braces



► The circular main console in the science laboratory can be worked at from a variety of positions by numerous officers.

supporting a series of sectional, diffusely illuminated panels. These combine to form a series of broken concentric circles directly above the circular console permanently positioned in the center of this area.

The circular workstation is one of the most heavily used interfaces within the laboratory, and is positioned to allow a number of crew to operate the separate touch-sensitive consoles built into the upper surface of the unit. Supported by four sturdy feet and a thick pillar, the entire workstation is over two meters in width and has a semicircular translucent white dome built into the top of the four supports which define the four integrated monitor stations and control surfaces. This entire area is designed to allow containment fields up to level 10 to be erected in cases of emergency, or if a particularly dangerous experiment is being carried out, effectively isolating this open, walk-in booth from the rest of the facility.

Located to the left of this position is another rectangular alcove, consisting of a wall-mounted column feeding into a curved workstation, narrower in diameter than the stand-alone unit. Situated to either side of this station are two wall-mounted monitor stations, each consisting of a projecting curved workstation and monitor screens mounted flush to the bulkhead. The upper curved sections of the stations glow with a series of blue strips which help cast secondary illumination into the area. The entire laboratory is evenly illuminated by a series of large white panels which are set into a heavy ceiling framework made up of thick rectangular buttresses. Red alert strips are built into all of the major consoles, flashing when such



► The circular console is located in an alcove similar in design to the area of sickbay that houses the main biobed.

a condition is declared within the ship.

To the right of the main entrance is a series of wall-mounted display screens running to the open entrance way to the adjoining room, in front of which is housed a low rectangular table. Glossy black in color, this narrow station has a curved end and can display information within its upper surface, similar to systems found in Main Engineering.

Moving back toward the circular alcove, there is an enhanced workstation which is designed for long-term use by up to two crew members; a couple of stools are provided for the comfort of the duty personnel or scientists occupying the laboratory during an experiment. A series of low-mounted storage units are also arranged around the interior walls, containing tools and equipment which may be required for any number of uses.

Unconventional use

The science laboratory finds itself at the center of a unique **Borg drone**'s development in 2375, when the accidental merging of the **EMH's holoemitter** and **Seven of Nine's DNA** produces a unique life form. Its initial maturation shows that power can be rerouted from the **warp conduits** directly to the science laboratory, and that its interfaces can be adapted to work with all manner of alien technology, including Borg **data nodes**. The laboratory is used for everything from in-depth mineralogical examinations, to the overnight monitoring of damaged equipment, illustrating just how vital the facility is to both the continued efficient running of *Voyager* and its ongoing mission of exploration and discovery.



► The control interface on the main console follows the traditional Starfleet touch-sensitive layout.

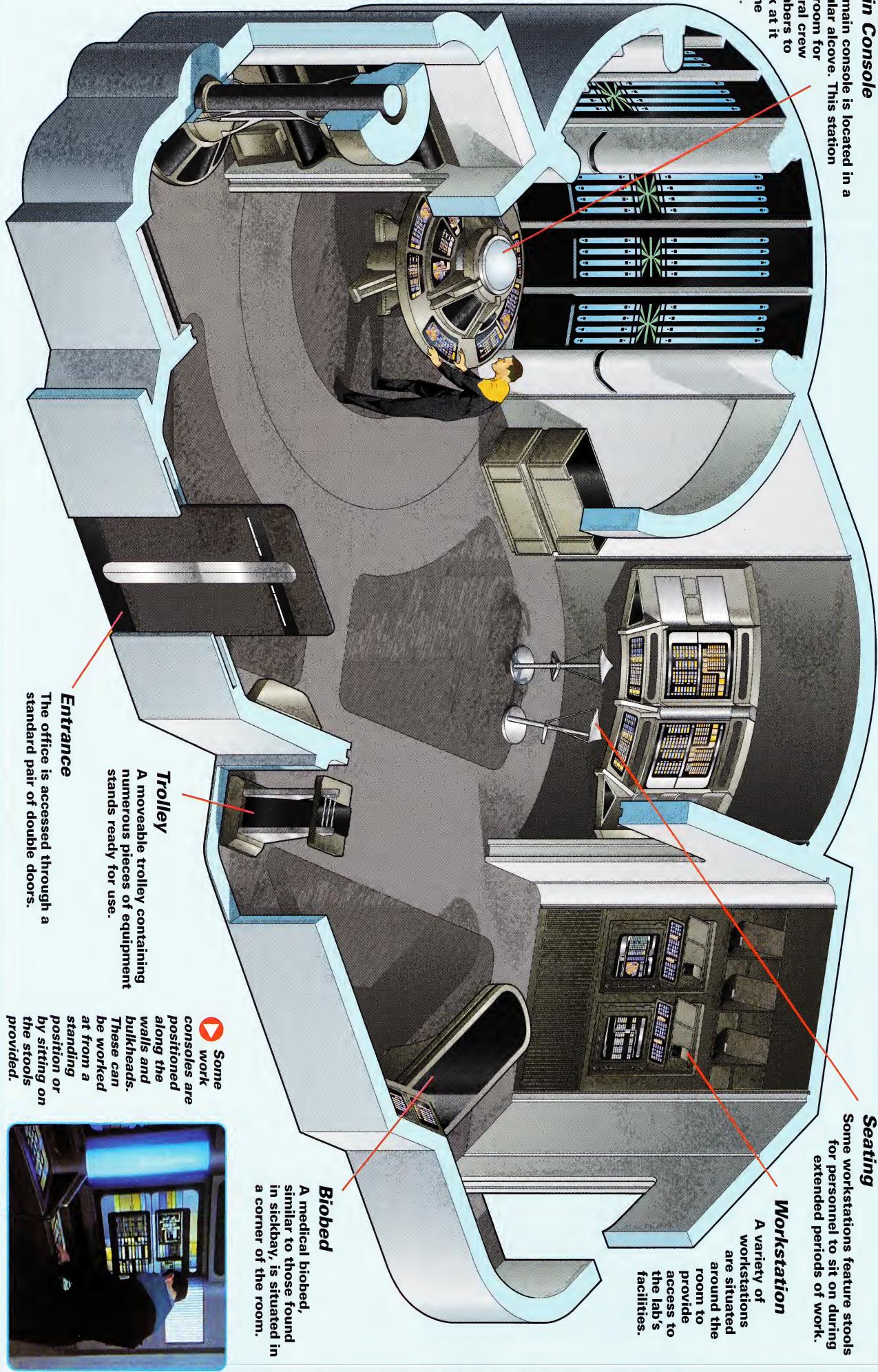
► A variety of sophisticated scientific equipment is located in the laboratory for conducting all manner of tests.



CHIEF ENGINEER'S OFFICE

FILE 29

CARD 23





UNITED FEDERATION OF PLANETS

INTRODUCTION TO FEDERATION STARFLEET

As the scientific and exploratory division of the United Federation of Planets, Starfleet is responsible for traversing the unknown depths of space and helping to expand the knowledge of the Federation's member worlds.

There is no more visible symbol of the United Federation of Planets than its mighty Starfleet; as typified by the motto engraved on the dedication plaque of the **U.S.S. Enterprise NCC-1701** – one of its most famous starships – Starfleet's core ideal is 'to boldly go where no man has gone before.' Created under the auspices of the **Constitution of the United Federation of Planets**, Starfleet came into existence in 2161 as part of the **Articles of Federation** that launched the UFP. As a wide-ranging interstellar agency, Starfleet's mandate was, and continues to be, conducting exploratory missions, defensive procedures, and scientific operations in and around the territories of Federation space, drawing the best in personnel and expertise from all its member worlds in order to do so.

Base of operations

Starfleet Headquarters is located on a vast campus on Earth, in the city of San Francisco – a site shared by the fleet's central training and teaching facility, **Starfleet Academy**, but its general operations are spread all across the Federation, with centers of control located on hundreds of starbases, specialized facilities in orbit, or on planetary surfaces. Starfleet also maintains a vast network of deep space stations, relay stations, ship yards and other

permanent spaceborne assets, all linked through the use of **subspace** radio, a faster-than-lightspeed communications system. The true face of Starfleet, however, is its armada of starships. Given the vastness of the Federation, close contact with starbases and **Starfleet Command** is often impossible, and as such representation of the UFP and its interests frequently falls to starships and their crews; for this reason, Starfleet captains have traditionally been given a good deal of latitude in interpreting Federation doctrine, rather than being forced to rely on direct orders. This ability shows not only Starfleet's trust and investment in its crews, but also the great responsibility that Starfleet officers must shoulder.

Willing to serve

Nevertheless, the desire to join Starfleet is strong among many Federation citizens, and the Academy regularly conducts stringent and challenging entrance examinations for potential cadets, carefully disqualifying any applicants who may be unable to handle the pressures and tasks a career in Starfleet will demand of them;

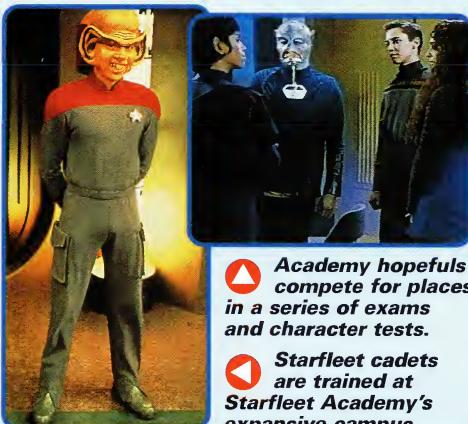


Each Federation starship features a bridge dedication plaque which lists the ship's name and registration number.

Starfleet maintains immense facilities in San Francisco that provide support for starships and personnel.



The vast Federation council chambers are used to allow representatives of each member world to debate any issues of importance to the UFP.



Academy hopefuls compete for places in a series of exams and character tests.

Starfleet cadets are trained at Starfleet Academy's expansive campus.

OTHER CARDS IN THIS FILE...

- 1B, 1C SHIPS OF THE FLEET
- 1D STARFLEET ACADEMY: AN INTRODUCTION
- 2 ORDER OF RANKS
- 3 STARSHIP NAVIGATION
- 4 COMBAT TACTICS
- 10 DEPARTMENTS OF STARFLEET
- 14 ROLES OF STARFLEET OFFICERS

FIRST CONTACT

Welcoming new civilizations

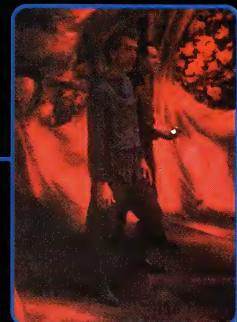
The Federation maintains a strict policy of non-interference with developing cultures, known as the Prime Directive. Once a species develops warp technology, it is considered advanced enough to be invited into the spacefaring community of the Federation, and enjoy all the benefits such a union can offer. While many civilizations welcome the knowledge that they are not alone in the universe, there are those who believe that their race are not ready for such a momentous event. In circumstances such as these, the Federation respects their wishes and leaves them in peace.



The diminutive Evora join the Federation just one year after they have developed warp travel.



First contact is made with GOMTUU, also known as 'TIN MAN,' in 2366. The living starship finds a kindred spirit in Federation representative Tam Elbrun, and the two depart together.



Minister Mirasta Yale of planet Malcor III chooses to leave her world in 2367 when her government decides to halt their space program after first contact.



INTRODUCTION TO FEDERATION STARFLEET



Ship yards are an integral part of the Federation, providing it with the starships that explore deep space.

Indeed, few academy applicants are accepted on their first attempt. In keeping with the Federation's open policies, any intelligent being may apply for entry, although those from non-Federation worlds must secure the recommendation of a serving command-level Starfleet officer. Cadets who make the grade face four years of intensive training, study and examinations before they reach the rank of ensign and an operational posting in Starfleet. Alternatively, an applicant can enlist as a crewman with the possibility of advancing to a non-commissioned officer at a later date.

Skilled and ready

Once they have graduated from the academy, a new member of Starfleet will be granted an assignment at one of any number of postings. Generally, after graduation, cadets will select the division of Starfleet which most suits them, whether it be in the sciences or medical, operational, engineering, or command. Once posted, continued service will take them to new postings and, if they show dedication and



New technologies, such as the soliton wave, may not always succeed, but their development is an important process.

aptitude, further promotion to higher ranks. Postings can vary widely in location and nature, but Starfleet Command always attempts to send its personnel where they are most needed and best suited; for these reasons, science officers with diplomatic skills will find themselves on **first contact** teams, while spaceframe engineers will be posted to ship yards like **Utopia Planitia**. It is the intent of Starfleet to field 'the best of the best' in all its endeavors.

Discovery and contact

Since its inception in 2161, Starfleet has proven itself time and again in its roles of defense, research and discovery. Thousands of new planets and phenomena have been charted and examined by Starfleet explorers and science vessels, ranging throughout the length and breadth of Federation space and beyond, including the worlds of the **Beta**, **Gamma**, and **Delta Quadrants**. Many new species of life form, intelligent and otherwise, have been catalogued and, on some occasions, contacted,

from the **Malcorians** to the **Evora**. Starfleet's scientific ventures have created new technologies, like the **soliton wave**, **holodecks**, and **replicators**, as well as new methods of viewing the universe around us, from the development of cosmology to the study of living organisms. First and foremost, however, Starfleet has held the line in defense of the United Federation of Planets against its enemies, both external and internal, and the threats of natural disaster, disease and famine. Starfleet vessels are frequently called upon to perform emergency missions, such as the transportation of vital medical supplies or disaster relief operations, stemming outbreaks of disease including **Anchilles fever** and the **Phyrox plague**; they also find themselves in harm's way, however, when the security of the Federation is threatened. During its tenure, Starfleet has faced invasions by vastly powerful invaders such as the **Planet Killer**, **V'Ger** and the **Q**, and outright armed conflict with **Klingons**, **Cardassians**, and the **Borg**, among others. Starfleet's officers willingly risk their safety and that of their ships to protect Federation citizens and their worlds from attack by outside forces and hostile aliens; it is for these principles that Starfleet stands, to serve and protect the people of the UFP in the face of adversity, to uphold the liberty guaranteed by the Federation Constitution and safeguard the very way of life of their fellows. It is not by any estimation a task for the irresolute or weak of heart; to become part of Starfleet is to put aside concerns of personal advancement and make them secondary to the betterment of the United Federation of Planets – and in return, accept the challenge of the greatest adventure any being might hope to encounter.

UNITED AGAINST THE ENEMY

Protecting the Galaxy

Starfleet acts as the exploratory and defensive division of The United Federation of Planets, and has on many occasions been responsible for preserving the way of life for whole civilizations or even saving star systems from destruction.

The **Planet Killer** encountered by the **U.S.S. Enterprise NCC-1701** in 2267 is a prime example of the heroism displayed by Starfleet crews in times of trouble. This immense weapon has the ability to carve up complete worlds in order to provide its fuel. Under other conditions, this unique vessel would be deemed worthy of study; however, the **Planet Killer** is on course for the Rigel colonies, posing an immense threat to billions of lives. In the process of trying to defeat the vessel, the **U.S.S. Constellation NCC-1017** and its crew are lost, but the **Planet Killer** is successfully overpowered by the ingenuity of Captain James T. Kirk and his crew.

In the 24th century, Captain Jean-Luc Picard and the crew of the **U.S.S. Enterprise NCC-1701-D** must face the terrifying Borg. During such missions, they too are willing to sacrifice their lives in an effort to preserve the way of life for other Federation citizens.



The destructive might of the PLANET KILLER threatens several Federation worlds until it is deactivated in 2267.



Captain Kirk attempts to overthrow a Klingon invasion force that subjugates the natives of the planet Organa in 2267.



Starfleet has found itself in conflict with the Cardassian Union on a number of occasions.



The Borg are among the most destructive forces ever to threaten the security of the Federation.



FILE 25 U.S.S. ENTERPRISE NCC-1701-D

SHIP:

U.S.S. ENTERPRISE NCC-1701-D

BRIEFING:

FAMILY LIFE ON THE ENTERPRISE

Like many other ships in Starfleet, the **U.S.S. Enterprise NCC-1701-D** is equipped to accommodate working parents and their children. It keeps the families together, but the arrangement is not without risks.

Many of the crew members of the **U.S.S. Enterprise NCC-1701-D** are working couples, such as **Miles** and **Keiko O'Brien**, or single parents, such as **Lt. Worf**. Having their offspring nearby and well cared for adds to the parents' peace-of-mind, and the facilities for children on board are impressive.

Infants such as **Molly O'Brien** are cared for in Primary Care on Deck 14. Pre-school-aged children have a play area in the Children's Center, while school-aged children attend classes such as those held in School Room 8.

Educational activities

Activities in the Children's Center include ceramics, where the children mold clay under adult supervision. Large blocks and balls are available for building projects. In 2365, the primary school teacher, **Miss Gladstone**, brings puppies to the center for children to play with. Though the children here are older than the infants in Primary Care, some crew members call the Children's Center a nursery.

Classrooms on board the *Enterprise* are

typically warm and inviting, full of plants, computers, books and a myriad of games from across the **Federation**. Teachers, both male and female, spend time working with small groups of students. As in many schoolrooms, the *Enterprise*'s children are taught songs, such as '**The Laughing Vulcan and His Dog**' and '**Frère Jacques**'.

The teachers sometimes schedule parent-child tours, such as the father/son field trip to visit the **biolab** in which **Worf** and his son **Alexander** participate in 2368. Other school activities include following along on a **PADD** while the teacher reads aloud from a text on mythology, constructing a replica of a beautiful alien temple, studying calculus, or conducting simple chemistry experiments.

The schoolroom computers are a little different from the rest of the ship's terminals. The voice, for example, is softer and sweeter as it asks the children if they want to play games or see interesting animals. These child-oriented computers cannot show an interior security grid or internal schematic diagram, for example,



▲ Worf helps Keiko O'Brien give birth to baby Molly during a crisis aboard the U.S.S. ENTERPRISE NCC-1701-D in 2368.

► Worf's son Alexander is educated aboard the ENTERPRISE after joining his father to live aboard the ship in 2368.



although they can show a cartoon-like diagram of the ship, with different areas highlighted by bright colors.

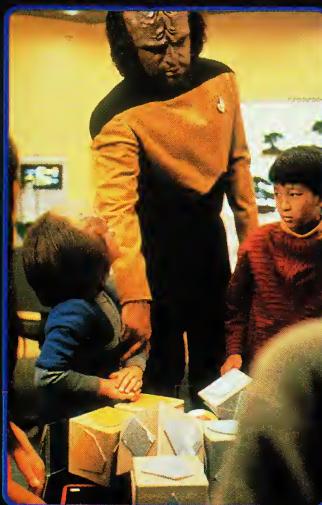
Special occasion

Several events for the ship's children are very exciting, especially the annual **Captain Picard Day**, honoring **Captain Jean-Luc Picard**. The children look forward to this contest all year. Grade school children complete arts and crafts of their choosing that have something to do with Picard, ranging from papier maché busts, crayon drawings, and handwritten essays, to handmade dolls and embroidery. The captain chooses first, second, third, and fourth place, and honorable mentions, personally. In 2370, seven-year-old **Paul Menegay** wins for his interesting clay bust of Picard's head.

Picard is rarely, if ever, seen in the schoolrooms, but he is well known to the children on board. Winners of the Primary School Science Fair usually get a tour of the ship's hydroponics and astrophysics labs with



▲ Primary school teacher Ms. Kyle leads a father/son field trip to the biolab in 2368.



► Parents often join their children to oversee the progression of their education.



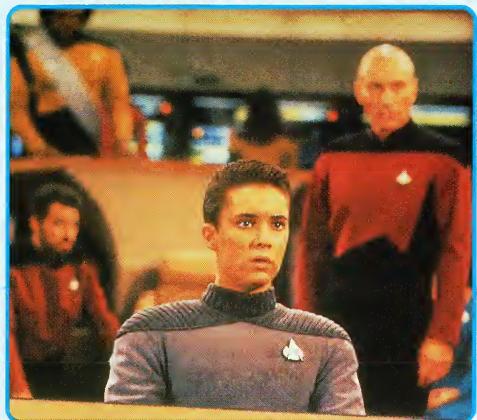
► The Children's Center contains systems to entertain and educate young minds.



▲ The annual Captain Picard Day is one of the most popular events aboard the U.S.S. ENTERPRISE NCC-1701-D. Many of the children aboard the ship submit entries.



FILE 25 U.S.S. ENTERPRISE NCC-1701-D



▲ The educational facilities on the U.S.S. ENTERPRISE NCC-1701-D help Wesley Crusher to develop his skills.

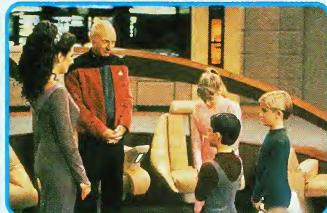
Picard. Though the children look forward to this, the captain is notoriously uncomfortable around them.

Winners' prize

The winners in the 2368 science fair have quite an unusual experience. **Marissa Flores**, aged nine, **Jay Gordon**, seven, and **Patterson Supera**, six, are the winners; Jay for an analysis of the life span of the **swarming moths of Gonai IV**, and Patterson for growing 'weird' radishes in unusual soil. All three are overwhelmed to be accompanying Picard, until disaster strikes, leaving the children and the captain trapped in a broken **turbolift**. The captain rallies his young 'crew,' and they are saved, earning him a plaque from the children in appreciation while they, in turn, get a tour of the **Battle Bridge** and torpedo bay from him.

New students on board must take placement exams to determine which classroom will best suit their needs, such as the ones scheduled by **Ms. Kyle** in 2368 for **Alexander Rozhenko**. A physical exam and complete medical records are also required for all new students.

While children are clearly welcomed on board, there are limits on where they may or may not go. **Main Engineering**, the cargo bay,



▲ Captain Jean-Luc Picard leads the winners of 2368's science fair on a tour of the ENTERPRISE.

► When Jeremy Aster is orphaned in 2366, he finds himself confronted with an alien recreation of his mother. With the support of the crew, however, he chooses to dismiss this fantasy, and deal with his grief.



▲ Data becomes a father figure to Timothy, an orphaned child who is brought aboard the ship in 2368.

and other areas are strictly off-limits to children. They may go to the **Ten Forward Lounge**, but only when accompanied by an adult. The arboretum, however, appears to be open to children unconditionally, and some are assigned as Keiko's helper for the day, assisting her in cultivating the plants.

Having children aboard is not without risks, however. All children of **Starfleet** personnel are carefully prepared by experts for the potential danger to their parents and themselves when they travel through space. No one, unfortunately, can fully prepare a child for the death of a parent; **Jeremy Aster**, aged 12, learns this in 2366 when his mother dies on an away mission. **Counselor Deanna Troi** makes it her top priority to help the boy adjust, and Picard assists as well, grieved by the turmoil Aster is experiencing. In fact, Picard is far from



▲ The Potts brothers remain on the U.S.S. ENTERPRISE while their parents briefly depart the vessel in 2367.

convinced that keeping families together on a Federation ship is in the children's best interests, although he is very supportive of their needs when called to help them.

Difficult times

Another orphaned child, Timothy, is discovered in 2368 as the sole survivor of a disaster on the research vessel **S.S. Vico NAR-18834**. Traumatized, young Timothy admires **Lt. Data**'s android inability to feel emotion, thus denying his considerable pain and guilt over the accident and decides that he will become an android, mirroring Data's mannerisms. When informed by Troi that this is a natural healing process, Picard instructs his crew to humor Timothy, giving him time to recover. Such generosity on the captain's part is not unusual for Picard: he cares about everyone on his crew.

PICARD'S YOUNG CREW

Children in peril

Picard's concern for the children on board his ship is never more evident than in 2364, when several of the youngsters are taken by the dying inhabitants of the once-thought-mythical planet Aldea. In exchange for the children, the Aldeans offer Picard secrets they have learned concerning the nature of the Galaxy. He refuses; nothing will persuade him to give up his crew's children for mere knowledge, no matter how potentially useful. He does everything in his power to seek their return to their anxious parents.

Picard's actions speak louder than his words. He allows young Wesley Crusher to stay on board, even when his mother is posted to Starfleet Medical for a year. He agrees to Commander William Riker's request to let brothers Jake and Willie Potts remain on board while their parents are on sabbatical, as long as they stay out of trouble. He never hesitates to assign his senior crew, especially Counselor Troi, to see to a child's special needs should the occasion arise, such as when it transpires that Isabella, an imaginary friend of young Clara Sutter in 2368, is actually an alien. When this alien becomes hostile toward the U.S.S. Enterprise NCC-1701-D, Picard realizes it is because it is seeing the ship from a child's perspective, which might seem inhibitive. He patiently explains to



▲ Clara Sutter's imaginary friend Isabella proves to be an alien who poses a threat to the captain and crew of the U.S.S. ENTERPRISE.



► The alien that children are humanity's greatest asset and rules are set for their protection. His gentleness and understanding toward Clara are accepted by the alien, who leaves the ship in peace, proving that children on board are an asset, not a liability.



Picard's Alternative Lives

Captain Jean-Luc Picard is a man of many talents and, bizarrely, he has been many men. Throughout his captaincy of successive Federation flagships, he has gained a glimpse into myriad alternate lives.

Few jobs require someone to meet their doppelganger, live through 30 years in as many minutes, or face a terminal future, but as the captain of Starfleet's flagship vessel, **Jean-Luc Picard** faces such bizarre situations on an almost routine basis.

Picard, like all other beings in the universe, exists in many quantum realities, a number of which are visited by **Lt. Worf** in 2370. In some he is more or less the same man on the same path, in others his fate is vastly different – such as perishing at the hands of the **Borg** in 2366.

Guinan becomes aware of yet another alternate Picard when history is changed by the temporal displacement of the **U.S.S. Enterprise NCC-1701-C**.

THE PATH NOT TAKEN

★ Nexus family

Inside the nexus, Picard is happily married to a beautiful wife. He celebrates an idyllic Christmas with his three beautiful children, and his beloved nephew, René.



mistakes made him the man he is, but avoiding them leads to a very different present-day Picard.

In the changed present, Picard is a lieutenant junior grade, a lowly assistant astrophysics officer. He is a

dependable but uninspiring crew member who has always had lofty goals, but has never been willing to strive to attain them; he never experienced a life-threatening event that brought his life into focus.

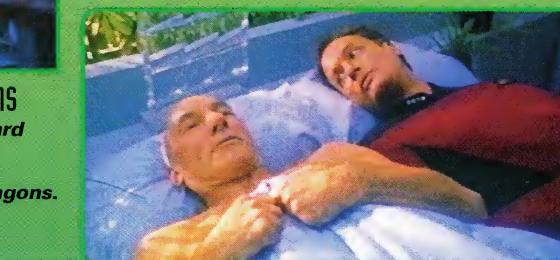
Q is also responsible for Picard's movement back and forward through time the following year. The possible future the captain faces 25 years on sees him suffering from the debilitating **Irumodic Syndrome**, leaving him vague and distracted – a shadow of the man he was.

In this life, he has retired to his family's vineyards, leaving behind a failed marriage to **Dr. Beverly Crusher**. No doubt to Picard's pleasure, this particular alternate future can no longer come to pass, following the *Enterprise*'s crashlanding on **Veridian III** in 2371.

The captain is given a taste of how different his life might have been when he is sucked into the **nexus energy ribbon** that same year. The nexus creates whatever those within it most desire, and Picard is offered the one thing he secretly believes he has

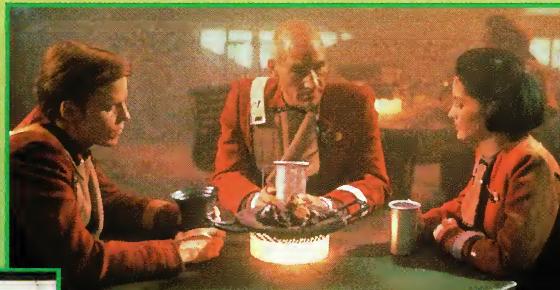
★ Second chance

Picard is given the chance to relive his wayward youth, only to realize that his mistakes helped to make him the man he is.



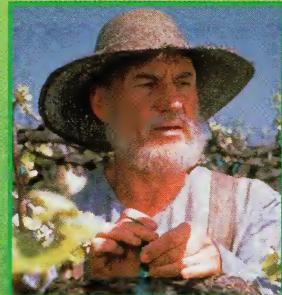
★ At Q's disposal

Q has had at least some involvement in many of the alternate paths Captain Picard has experienced.



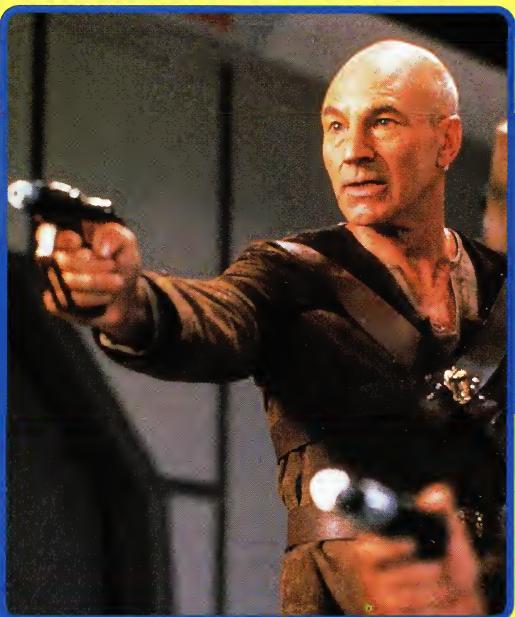
★ Future

In Q's anti-time future, the once-proud captain has become a befuddled old man.



★ At war with the Klingons

In one alternate future, Picard captains a more aggressive Starfleet vessel during a prolonged war with the Klingons.



► Jean-Luc Picard poses as a mercenary in order to infiltrate a pirate crew who have been raiding archeological sites. Picard excelled in archeology at Starfleet Academy, and his professor, Richard Galen, regretted his choice not to make a life for himself in this field. Picard has always retained an interest, but knows he was more suited to Starfleet than academia.



Picard's Alternative Lives



Doting grandfather
The KATAAN PROBE allows Picard to live the life of a simple iron weaver who is devoted to his family.

missed out on: a loving wife and family. He eventually realizes it is just a dream, however, and resolves to exit the phenomenon and return to the real world.

A similar encounter, and one that leaves an even more significant mark on Picard, is the entire adult life he lives as the ironweaver **Kamin** in 2368. A probe from the planet **Kataan** connects with the captain and introduces him into Kamin's life, so that he might experience the civilization's final years before the entire planet was destroyed by a supernova, and thus keep their memory alive. Picard embraces a loving wife, **Eline**, a best friend in the village leader **Batai**, children, and a grandchild. He becomes involved in the town community, and lobbies for atmospheric condensers that could save the people of Kataan from drought – and all in just 25 minutes of 'real' time. At the end, he takes away

Private eye

Picard often chooses to live the life of private detective Dixon Hill in holodeck adventures.



with him a lifetime of experiences. Picard is given a far more unpleasant vision of a possible new life when he is assimilated by the **Borg** and forced to act as their spokesperson. '**Locutus**' leads a **Borg cube**'s assault on the Federation, and 39 ships are destroyed at the infamous **Battle of Wolf 359**. Picard is eventually rescued from this nightmare by his crew and returned to normal, but the emotional scars linger for years.

Different Captain Picards also exist in realities experienced by others member of Starfleet. A representation of Picard features in **Deanna Troi**'s empathic hallucinations of 2370. Another, who occupies the universe created from Dr. Beverly Crusher's thoughts in a contracting **static warp bubble**, is a product of the microuniverse's logic, and finds it quite normal for the *Enterprise* crew complement to consist of him and Beverly alone. The troubled **Lt. Barclay** also creates a 'Three Musketeers' parody of Picard on the **holodeck** in 2366.

Heading for promotion

More than one alternate future has shown that Picard may be in line for promotion. Admiral Picard will be a diplomat by 2383, according to one of the scenarios devised by the alien child **Barash** to entice **Commander William Riker** to stay with it. With Deanna Troi as his aide, this bearded version of Picard plays a key role in drafting a historic treaty with the **Romulans**.

For a man with so many possible

All for one

Lt. Reginald Barclay creates a holodeck version of Picard, along with other officers, in order to work through his frustrations.

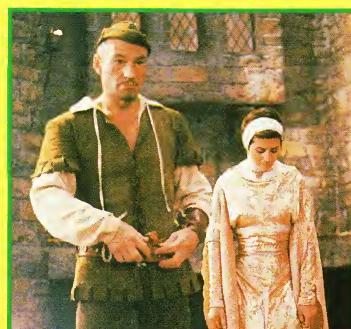


Bearded

In one alternate vision, an older Picard has grown some facial hair.

Q's amusement

Q casts Picard as the folk hero Robin Hood in a fantasy scenario in which **Vash** is his Maid Marian.



existences, it is appropriate that one of Picard's favorite pastimes is losing himself in someone else's life entirely. He enjoys the holographic adventures of San Francisco-based private investigator **Dixon Hill**, regularly taking on the role of his childhood hero to solve a mystery and tackle gangsters such as **Cyrus Redblock**, and even a pair of invading **Borg**.

This talent for playacting comes in useful on occasions when the captain is forced to adopt a different life to survive. In 2367, he must don Robin Hood's breeches and rescue Maid Marian – otherwise known as the archeologist **Vash** – from Nottingham Castle, in a scenario cooked up by Q. Three years later, he successfully passes himself off to a group of mercenaries as a smuggler named **Galen**.

Sometimes a more closely identical form is assumed. In 2366, a doppelganger created by aliens assumes command of the *Enterprise*, while the real Picard

is held captive. He is a perfect replica, even according to a medical scan. The alien aims to examine the nature of command, but such actions as leading the patrons of the **Ten-Forward Lounge** in song and making a move on Dr. Crusher give him away.

Face to face

The real captain never meets this double, but he does come face to face with himself a year before. An unexplained energy vortex creates a duplicate from six hours into the future – the only survivor of the destroyed *Enterprise*. Picard at first refuses to believe this can really be him, but once they establish communication, he accepts the situation. The captain ultimately breaks the chain of events by shooting his duplicate with a **phaser** and sending the *Enterprise* through the eye of the vortex to the other side. After all, parallel universes, alternate futures, and doubles are all just a day's work in the lives of Jean-Luc Picard.

"I would rather die as the man I was... than live the life I just saw."

– Captain Jean-Luc Picard to Q in 2369.

PICARD UNDERCOVER

The darker side of life

Captain Picard has dedicated his life to the honor and justice Starfleet demands its officers believe in, but he has not been so sheltered from the seedier side of life that he cannot blend in perfectly when his job calls upon him to mix with criminals and thieves. He immerses himself so far into the lifestyle of an

assumed identity, the smuggler 'Galen', that he is able to infiltrate a crew of mercenaries without arousing suspicion.

Roughing it

The mercenaries do not realize that Picard is used to a much more comfortable life.



Keeping watch

Picard's real task is to expose 'Tallera,' a Vulcan who supports the Isolationist Movement.



FILE 43 STARFLEET PERSONNEL



Starfleet Personnel Appendix

Most of the officers who pass into Starfleet history have dedicated their life to the Federation, but the smooth running of facilities and departments can be just as dependent on people who work with Starfleet without being a part of it.

Starfleet is a vast organization in which everyone has a carefully determined role within a structured hierarchy. Every position on a starship or starbase, or within departments such as **Starfleet Command** and **Starfleet Medical**, is filled by someone who has been trained to carry out their job with maximum efficiency. On many occasions, however, it is necessary for Starfleet personnel to work side-by-side with civilians or members of other organizations, either as part of a joint initiative between the **United Federation of Planets** and its allies, or in unique circumstances.

In such situations, personnel who have received no formal Starfleet training may be required to fill a role that would otherwise be carried out by a Starfleet officer.

Liaison

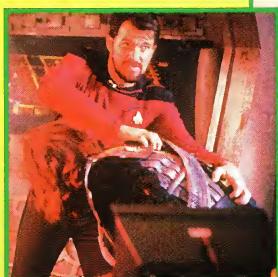
Colonel Kira Nerys of the **Bajoran Militia** wears a Starfleet uniform when she assists the **Cardassian Resistance Movement** in 2375.

Such people may receive a temporary, or even permanent, field commission, or may simply work with their Starfleet colleagues without ever establishing any formal link with the organization. Their lack of formal training should not, however, be taken as a reflection of their abilities; such people are often vital to the running of the facilities on which they serve, and are as skilled at their jobs as anyone who has spent many years at **Starfleet Academy**. Examples of Starfleet facilities that rely on such people are **Deep Space Nine**, and the **Intrepid**-class starship **U.S.S. Voyager** NCC-74656.

Local talent

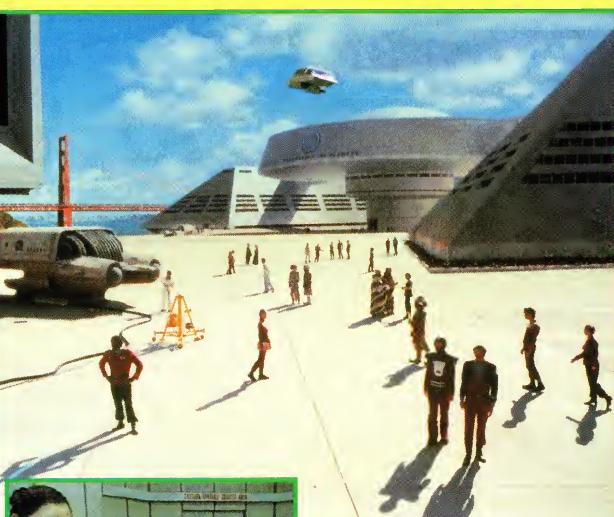
As **Deep Space Nine** is jointly administered by Starfleet and the **Bajorans**, Starfleet

Large, planet-based facilities such as **Starfleet Headquarters** can employ many civilian staff. Catering staff, technicians, and many other vital workers are recruited from the local community.



Alien exchange

Starfleet often works with alien crews as part of an officer exchange program.



Medics

Civilian medics often help out in times of crisis, assisting the Starfleet doctors with their duties.

personnel work side-by-side with members of the **Bajoran Militia**. Each organization retains its own identity, and operates within its own structure of command, while at the same time gelling into a coherent whole. Personnel on each side ultimately

report to their own commanding officer: Starfleet personnel to **Captain Benjamin Sisko**, and Bajoran personnel to **Colonel Kira Nerys**. Duty teams often consist of personnel from both organizations; for example, Starfleet NCO **Chief Miles**

O'Brien is responsible for organizing the work details of all the station's engineers, while **Odo** is responsible for all station security. Odo in particular fills a role that would otherwise require a Starfleet officer, and in fact the part of his job that relates to Starfleet security is later separated off when Starfleet Command feel that his background makes him a security risk. Until this time, however, it is a testament to the regard in which he is held by his Starfleet colleagues that he is trusted to maintain the security of an organization of which he is not an official member. Other **Deep Space Nine** personnel also

CIVILIAN STAFF

Cutting edge

Many Starfleet ships carry civilian staff who fulfill important roles within the onboard community. The barber Mr. Mot ensures the senior staff look their best at all times.



Social function

The **U.S.S. ENTERPRISE** NCC-1701-D's Ten-Forward Lounge is staffed by non-Starfleet civilians.

OTHER CARDS IN THIS FILE...

- 2 **ODO**
- 3 **SEVEN OF NINE**
- 4 **KES**
- 5 **NEELIX**
- 6 **SESKA**

SEE OTHER FILES...

A GUIDE TO FEDERATION STARFLEET	File 19
BAJORAN PERSONNEL.....	File 47



Starfleet Personnel Appendix



★ Valuable asset

Elim Garak decodes Cardassian signals for Starfleet during the Dominion war.

prove to be of great value to Starfleet; the civilian tailor **Elim Garak** provides valuable information on the Cardassians during the **Dominion war**, and Colonel Kira is awarded a temporary Starfleet commission to aid her acceptance by a group of Cardassian rebels she is to train.

In the field

The situation on *Voyager* is somewhat different. Stranded in the **Delta Quadrant**, thousands of light years from Starfleet Command, there is no Starfleet Academy to which potential new officers can be sent. A number of people have joined the Starfleet crew without any kind of formal acceptance as a result. **Captain Kathryn Janeway** has the authority to award field commissions as she sees fit, and indeed most of the **Maquis** crew who join the ship at the beginning of its journey home are absorbed into Starfleet in this way. Some, however, such as the surgically



★ Security conscious

When Starfleet takes over former Cardassian station **TEROK NOR**, it inherits the facility's Chief of Security, **Odo**, and many staff from the Bajoran Militia.

altered Cardassian spy **Seska**, cannot be said to be truly working for the Federation, and never really consider themselves to be Starfleet officers, despite wearing the uniform.

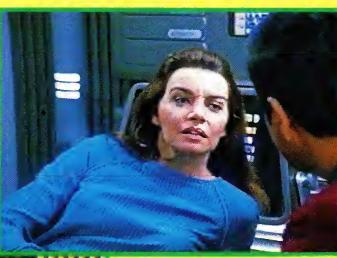
Not everyone who joins *Voyager* wants to serve as a Starfleet officer; **Neelix** and **Kes**, for example, come aboard as passengers and are happy to stay outside the Starfleet hierarchy. Neelix plays an important role as ship's cook, morale officer, and guide through the unfamiliar territory of the Delta Quadrant, but he has no wish to wear a uniform, nor to take on a Starfleet rank.

Kes is extremely valuable to the crew as a trainee medic, but is content to remain without rank, confirmed by her decision to leave the ship a few years after joining it, when her psychokinetic powers expand. **Seven of Nine**, another passenger picked up by *Voyager* along the way, also remains outside the formal Starfleet structure. Her **Borg** attributes,

"I'm not Starfleet; I'm a civilian. And when [Riker's] in [Ten-Forward], he wants to be treated like a civilian." — Ten-Forward waiter Ben on how his role enables officers to relax

★ Borg drone

VOYAGER gains a Borg drone in the form of Seven of Nine during its long journey home.



★ Split personality

Maquis member Seska is given a Starfleet field commission, but is later revealed as a Cardassian spy.



combined with the assimilated knowledge of Starfleet officers up to at least the rank of captain, would make it very difficult to assign her an appropriate rank among the *Voyager* crew. The current situation appears to be a happy compromise.

★ Far from home

The U.S.S. **VOYAGER** NCC-74656 has absorbed several non-Starfleet personnel into its crew.

★ Civilian chef

Neelix serves aboard **VOYAGER** without having a formal rank.



EXCHANGE PROGRAMME

Seconded aliens

Some aliens are temporarily seconded to Federation vessels as part of the Starfleet Officer Exchange Program, designed to foster good relations with other races. The exact role they take on, and their level of submersion into Starfleet life, varies from candidate to candidate. The Benzite exchange officer Mendon, for example, wears a Starfleet uniform and takes his place among the U.S.S. *Enterprise* NCC-1701-D bridge crew, but his lack of experience with Starfleet rules and protocol cause problems for the crew. A later exchange officer to the *Enterprise*, the Klingon Kurn, acts much more as a passive observer, keeping his own uniform and taking a much less active role in the day-to-day running of the starship.

▼ Benzite experience

Ensign Mendon wears a Starfleet uniform but understands little of the organization's protocols.



▲ Klingon exchange

Worf's brother Kurn makes contact with his long-lost sibling while taking part in an officer exchange program.

FILE 50

Gul Erek

Gul Erek is a loyal Cardassian officer with special responsibility for the **Cardassian-Federation Demilitarized Zone** created in 2370. He is always tenacious, and on occasions ruthless, in pursuit of his duty, but his patriotism does not blind him to the merits of diplomacy.

Like every other race, the **Cardassians** have their share of good and bad characteristics. Their zealous, disciplinarian approach to upbringing and culture – at least by human standards – has resulted in extremists and even sadists developing within their communities, but more often than not the soldiers of the Cardassian military are proud patriots simply doing a job.

Stern commander

Gul Erek is one such man. He is a member of the **Fourth Order**, a no-nonsense commander who carries out his orders with alacrity and brooks no interference. He also recognizes the need for discussion and compromise, however, and does not venerate his people's warlike past. This may be because he lost two of his three sons in the bloody, decades-long war with the **Federation**.

Like any good commander, he is committed to the wellbeing of his crew. He shows

obvious concern when injured officers from his **Galor**-class vessel, the *Vetar*, are beamed aboard the **U.S.S. Enterprise NCC-1701-D**; he monitors them anxiously and asks if the **Starfleet** medics have treated Cardassians before.

Erek also has a sense of humor, albeit somewhat warped. **Chief Miles O'Brien** contacts him in mid-2370 about a vole infestation on the former Cardassian station **Deep Space Nine**, but the only advice the amused gul will offer is a suggestion that the Federation withdraw from **Bajor** and hand the station back if the trauma is too great.

Border patrol

Later the same year, Erek and the *Vetar* are assigned to the newly-created **Demilitarized Zone** separating the Federation and the **Cardassian Union**. This border places some Federation colonies in Cardassian space and vice versa. Erek's first mission is to make a preliminary

PROFILE ON GUL EREK

NAME: Gul Erek

LIFE FORM: Cardassian male

AGE: Unknown

RANK: Gul

CURRENT STATUS: Unknown

CHILDREN: Three – two killed during the Federation/Cardassian war.

ENEMIES: The Maquis.

OTHER COMMENTS: Erek commands the **Galor**-class ship *Vetar*.

FIRST SEEN: 2370

STARSHIP LOG: 'Journey's End' [TNG]; 'Playing God' [DS9]; 'Caretaker' [VOY]



▲ **Gul Erek** is a dedicated officer of the Cardassian Union, and commands the respect of both his superior officers and counterparts from alien species.

survey of the buildings and equipment being left behind on **Dorvan V** by the relocating Native American colonists.

In his initial dealings with the *Enterprise*'s **Captain Jean-Luc Picard**, Erek proves blunt and single-

minded, if not especially arrogant. He expresses surprise that the colonists have not yet been evacuated, but insists on completing his assignment, despite Picard's entreating him to wait.

When the situation on

the surface grows tense, however, it is Erek who asks to meet with Picard to discuss the situation. This is in stark contrast to some of his contemporaries, who prefer to take immediate action. His first reaction to news that two of his men have been taken hostage by the colonists is to order an armed rescue squad to beam in and occupy the village, rather than simply beam them out – but

★ Tension

Gul Erek and Captain Picard are brought together when the Federation and Cardassian Union negotiate a new border treaty placing colonies within the other's region of space.

★ Negotiation

Gul Erek proves himself to be an experienced negotiator during attempts to rectify the Dorvan V situation.

THE DIPLOMAT



★ Conflict

The Cardassian presence on Dorvan V does not please the colonists, who demand that they be left undisturbed on their world.



OTHER CARDS IN THIS FILE...

- 1 GUL DUKAT: POTENT FORCE
- 3 OTHER GULS AND CARDASSIAN OPERATIVES

SEE OTHER FILES...

- STAR TREK: THE NEXT GENERATION File 69
- STAR TREK: DEEP SPACE NINE File 70
- STAR TREK: VOYAGER File 71



Gul Erek



Disgruntled colonists

Gul Erek is present at talks with Federation colonists in the DMZ to demand the cessation of Maquis terrorist activities against Cardassian installations and personnel.

Picard's impassioned appeal to prevent an outbreak in hostilities rings true. His Cardassian pride is not as important as safeguarding his surviving son's future.

Erek proves something of a diplomat, too. Along with Picard, he strikes a deal whereby the people of Dorvan V are allowed to remain on their planet, but under Cardassian rule. He orchestrates the agreement on his own authority and feels confident he can convince his government that it is an equitable solution.

Special duties

It may be his success at Dorvan V that leads Erek to be given responsibility for the Cardassian colonies in the DMZ. In this capacity, he first encounters the **Maquis**, displaced Federation colonists who take up arms to protect themselves from Cardassian aggression. Erek's vessel comes under attack from

the Maquis in late 2370 – a battle he is in danger of losing until the Enterprise intervenes.

Erek portrays the Maquis as savage, Federation-born killers, who live to terrorize and murder innocent Cardassians. He argues that if they are not stopped, the situation will escalate to the point where the Cardassian military will have no choice but to take matters into its own hands. He even comes to believe that the Federation supports these terrorist activities against the Cardassians – a deliberate undermining of the treaty.

This allegation is never proven, but Erek authorizes an attack on a Federation merchant vessel near **Volon III**, when it refuses to be boarded and refuses to withdraw, even when ordered by **Gul Dukat**. He also produces the confession of a purported Federation terrorist, **William Samuels**, and claims to be surprised at how quickly the

Concern for comrades

Gul Erek reveals a previously unseen side of his character in 2370, when he shows concern for the medical attention being given to his subordinates.



man confessed.

Contrary to this, Erek claims that the Cardassian government is no longer arming its own colonists and has taken measures to deal with the situation. He even testifies to a Cardassian court that the Maquis situation is becoming untenable, and asks how many innocent people have to die before it becomes clear. It is uncertain whether he is obfuscating, or genuinely believes these claims.

Whatever his personal feelings, Erek behaves like a professional soldier in his dealings with the Maquis. In late 2370, he is sent to take Miles O'Brien into custody on suspicion of supplying the Maquis with confidential information, and does so calmly and without excessive force. He thanks the chief for his cooperation, though he refuses to acknowledge O'Brien's protestations that he has no authority – he simply tells him to comply or risk further action.

Erek is later called upon to testify in O'Brien's trial, but it is uncertain if he is aware of the bogus nature of the proceedings.

Tactical error

The following year, Erek pursues a Maquis vessel carrying **Chakotay**, **Tuvok**, and **B'Elanna Torres** into the **Badlands**, strafing the smaller ship with his vessel's powerful weapons. He again gives the rebels the opportunity to surrender rather than making every effort to destroy them – though whether capture would be a desirable alternative is uncertain.

Erek's grim determination to crush the Maquis movement proves a near-fatal mistake – the Maquis vessel is small enough to evade the **plasma storms** and eddies in the Badlands, but Erek's *Galor*-class warship is unable to maneuver with such precision. It is damaged by an eddy and careers off course. An undoubtedly humiliated Erek is forced to send out a distress call, but lives to fight another day.

It is uncertain what becomes of Gul Erek in the new **Dominion**-led regime that takes over **Cardassia** two years later. He no doubt continues to serve his nation, perhaps buoyed by the knowledge that the Maquis are quickly wiped out by the **Jem'Hadar**. As a man who once averted war for the benefit of his son, however, it is likely that the holocaust that follows for the Cardassian people affects him deeply and weighs heavy on his shoulders.

CONTINUED CONTACT

Deep space presence

Gul Erek's responsibilities as a senior officer of the Cardassian Union do not prevent him from being available for other duties. In 2369 and 2370, he is involved in dealings with personnel on the Federation station *Deep Space Nine*; on the first occasion he is involved in the traumatic trial of Chief of Operations Miles O'Brien on charges of supplying the Maquis with weapons. The following year, Erek is unable, or unwilling, to offer any assistance when the station is overrun by Cardassian voles, a unique six-legged species who damage systems by chewing through the station's power conduits.



Desk job

Gul Erek must perform administrative duties in his role as a high-ranking official.



Traumatic

Miles O'Brien is treated to a frightening procedure prior to his trial in 2369.



Big mistake
Gul Erek pursues a Maquis vessel into the Badlands in 2371, causing immense damage to his own ship in the process.



Anti-Personnel Mines

One of the most insidious and dangerous weapons deployed by the Dominion during its bloody war with the United Federation of Planets is the anti-personnel mine that is used to great effect on the besieged planet AR-558.

The war between **Federation** forces and the **Dominion** is waged on a number of fronts in 2375, and often includes conflicts and skirmishes on contested planets and territories. Many worlds are vital strategic targets due to their location, but the planet designated **AR-558** by the Federation is of considerable tactical importance to both **Starfleet** and **Jem'Hadar** forces, as it houses the largest Dominion communications array in the sector. One hundred and fifty Starfleet troops are dispatched

to secure the station in an attempt to tap into the array and monitor Dominion communications.

Prolonged conflict

What follows is a brutal and bloody five-month war of attrition between the garrison and Jem'Hadar troops as they battle for possession of this vital technology. In addition to continual assaults on the Starfleet defense perimeter by ground forces, the Jem'Hadar employ a particularly insidious and lethal series of invisible



▲ The Jem'Hadar prove just as vulnerable to the anti-personnel mines as the Starfleet team that they were originally deployed against.

anti-personnel mines which claims a great number of lives during the troops' unexpectedly extended stay. These explosive devices play a great part in reducing the original number of Starfleet troops down to 43 battered and bruised personnel, and play a major psychological role in the demoralization of the increasingly tense survivors.

ANTI-PERSONNEL MINES

1 Hidden danger The Dominion anti-personnel mines are spherical in shape, and appear out of subspace only when they are about to detonate.

Circular lights which glow with the same light as the central ring are positioned equidistantly across the mine's exterior.

Each anti-personnel mine measures approximately one third of a meter in circumference.

The mines are constructed of an unspecified gray metal.

A number of raised panels are located across the surface of the mines, disrupting the smooth exterior.

The equatorial region of the mine is dominated by a ring of red lights that pulse gently when in operation.

2 Floating evil The anti-personnel mines are able to hover above the ground. They can maintain a constant position until they are ordered otherwise.



Anti-Personnel Mines



Dominion anti-personnel mines are designed to detonate when a target moves into close proximity of the unit. Revealing them allows Starfleet officers to evade the devices.

Nicknamed 'Houdinis' by the Starfleet troops, the anti-personnel mines are completely invisible to the naked eye as they 'hide' in **subspace**, only appearing in normal space momentarily before detonation. Conventional methods of sweeping for normal anti-personnel mines are not effective against these devices, which detonate randomly when a target is detected. The Starfleet troops learn through bitter experience that an individual can follow the same path countless times without any incident whatsoever and assume the area is safe, only to be caught completely unawares by the appearance and immediate detonation of the device. No warning is given by these weapons – the first and last indication a victim will have of the 'Houdini' is a bright flash of light followed by a loud bang.

Sudden death

The effects are devastating, as the weapons are primarily designed to operate completely independently of each other and to kill an individual soldier at extreme close range. The dispersal patterns of the mines can be random, although deploying them in a relatively dense pattern maximizes the destructive potential of these fearsome weapons.

Under normal circumstances, Starfleet **tricorders** would be employed to scan for the mines in subspace, but the Jem'Hadar forces jam all tricorder functions, just as the Starfleet forces jam Dominion scanners. **Captain**



Ezri Dax and Starfleet Engineer Kellin discover a method of revealing the Dominion anti-personnel mines that have been deployed on AR-558: modifying their standard-issue tricorders.

Benjamin Sisko, on assignment to the besieged planet, quickly realizes the continued occupation of the Dominion communications array depends on the successful neutralization of these devices, and orders **Ezri Dax** and **Starfleet Engineer Kellin** to devise a way of exposing the weapons for ease of detection, although they are thought to be virtually impossible to detect. A series of customizations to standard Starfleet tricorders results in the team successfully cutting through the interference created by the Jem'Hadar to allow scanning to take place, although the range cannot extend beyond 100 meters. This proves to be perfectly adequate to cover the entire compound populated by the Starfleet troops, although the problem still exists in calibrating the tricorders to locate the anti-personnel mines while they are in subspace. Ezri Dax calls upon the experience of her past hosts and suggests a cross-linking of the **optronic** and **isodyne relays** within the adapted tricorders, and the work carried out by herself and Engineer Kellin once again proves highly successful.

Captain Sisko instructs the Starfleet troops positioned around the defense perimeter outside the main relay station to stay perfectly still while Ezri and Kellin activate their tricorders, a precaution designed to minimize the chances of the devices detonating when they are brought out of subspace. This proves to be extremely wise, as the sheer number of anti-personnel mines revealed by the tricorders shows just how close to the devices many of the troops are without even realizing it. On activating the transmission from the tricorders, the mines quickly shimmer into view around the compound, instantly revealing their positions and rendering them ineffective.

The **Dominion anti-personnel mine** is a small, spherical unit, around a third of a meter in circumference. Constructed out of a series of shaped gray-blue interconnecting plates, the mines have the ability to hover at a predetermined distance from the floor with a slight bobbing action, although the method they use to sustain this positioning is unclear. As troops walk by, mines may be positioned at head height, or close to the ground to detonate



The anti-personnel mines shimmer with a bright luminescence as they drop out of subspace and become visible to the naked eye, courtesy of the tricorder modifications made by Ezri and Kellin.

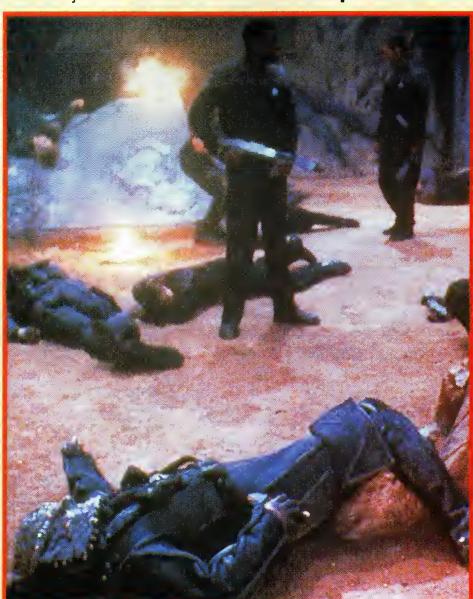


The Starfleet officers are understandably nervous of the close proximity and sheer number of anti-personnel mines that are revealed on the surface of AR-558.

when troops crouch down in an attempt to take cover, multiplying the danger to the unsuspecting officers considerably. Each shaped panel covering the internal mechanisms of the mine has a single unblinking red light set into its center, possibly designed to indicate the device is armed. A series of sensors are mounted on the exterior of the mines, which can be configured to detect a range of motion over variable distances. The devices can be completely disarmed, but it is also possible to move or reposition them while active, as long as great care is taken.

Design and deployment

Situated around the central circumference of the device is a series of small translucent diodes. This narrow ring pulses from darkness to a bright red glow in time with the low electronic hum of the mines; the pulsating glow and sound form an audiovisual indicator of the weapon's operational status. The Starfleet troops understandably fear the weapons while they are hidden in subspace, but their exposure and subsequent redeployment against the superior Jem'Hadar forces gives the beleaguered survivors a different outlook on these weapons, as they prove highly effective in reducing the Dominion forces in their final attack on the communications array. It is perhaps ironic that the very weapons used against the Starfleet forces during their resistance against the Jem'Hadar ultimately helps secure the victory of the Federation forces at this crucial stage of the war.



The Starfleet team redirect the Dominion's mines to attack the Jem'Hadar forces. This tactic proves to be instrumental in securing the besieged planet.



FILE 70 STAR TREK: DEEP SPACE NINE

STAR TREK: Deep Space Nine A-Z Episode Guide Part 6

'PARADISE'

FILE 70 CARD 33



Benjamin Sisko and **Miles O'Brien** are trapped on a planet where their technological devices do not work. The planet's settlers, led by **Alixus**, have chosen to abandon technology, and will take drastic measures to keep it that way.



'THE PASSENGER'

FILE 70 CARD 8



Criminal **Rao Vantika** escapes his captor by faking his death on *Deep Space Nine*, and installing his consciousness in **Dr. Julian Bashir**. Using the doctor's body, he hopes to escape in a ship containing a valuable, life-prolonging substance.



'PAST PROLOGUE'

FILE 70 CARD 3

Tahna Los, a **Bajoran** terrorist member of the extremist group the **Kohn-Ma**, arrives at *Deep Space Nine* and attempts to carry out a plot to collapse the wormhole.



'PAST TENSE', PART I

FILE 70 CARD 53



Sisko, **Dax**, and **Bashir** find themselves trapped in the past after a **transporter** accident. They have arrived in the midst of the **Bell riots** – a pivotal point in Earth history, and **Starfleet**'s future existence hangs in the balance.



'PENUMBRA'

FILE 70 CARD 161



Worf goes missing after the **I.K.S. Rotarran** is ambushed by **Dominion** forces. **Ezri Dax** sets out alone and finds him, but the pair are attacked by **Jem'Hadar** ships and forced to beam down to a planet where they are captured by the **Breen**.



'PLAYING GOD'

FILE 70 CARD 35

While acting as a training guide for a **Trill** initiate, **Jadzia Dax** discovers a protouniverse in the **Gamma Quadrant** and takes it back to *Deep Space Nine*, where it exhibits signs of sentience, but poses a threat to the station.



'PRODIGAL DAUGHTER'

FILE 70 CARD 155

Chief O'Brien disappears while on a mission to infiltrate the **Orion Syndicate**, and **Ezri Dax** seeks help from her estranged family to find him. Her investigation uncovers some unsavory family connections.



STAR TREK: Deep Space Nine A-Z Episode Guide Part 6



'PROFIT AND LOSS'

FILE 70 CARD 36

Three **Cardassian** dissidents arrive at **Deep Space Nine** to escape their oppressors. Among them is **Quark's** old flame **Professor Natima Lang**, so he offers his help to them.



'PROGRESS'

FILE 70 CARD 14



A farmer living on **Bajor**'s moon **Jerad** refuses to evacuate his home when **Bajoran** scientists want to use the moon's core as an energy source, causing **Kira**'s loyalties to be divided.



'PROPHET MOTIVE'

FILE 70 CARD 57

Grand Nagus Zek comes to **Deep Space Nine** a changed character after he encounters the **Prophets**. To **Quark's** disbelief he has changed the **Rules of Acquisition** and denounced greed.



'Q-LESS'

FILE 70 CARD 6



Vash arrives at **Deep Space Nine** to auction her archeological finds, but is closely followed by her traveling companion **Q**.



'THE QUICKENING'

FILE 70 CARD 90

Dr. Bashir and **Jadzia Dax** visit a **Gamma Quadrant** planet where the inhabitants are suffering from a **Dominion** disease.

'RAPTURE'

FILE 70 CARD 102



Sisko receives visions of an ancient **Bajoran** city from the **Prophets**, leading him to stall **Bajor**'s entry into the **Federation**.



'THE RECHONING'

FILE 70 CARD 139

A **Prophet** takes over **Kira** and demands a showdown with a **Pah-wraith** on the station, but the evil entity enters **Jake Sisko's** body for the epic clash, forcing the **Emissary** to risk his son's life.



'REJOINED'

FILE 70 CARD 72



Jadzia meets a **Trill** who carries a symbiont that **Dax** was once married to, and finds her feelings are rekindled.



'RESURRECTION'

FILE 70 CARD 126

The **Intendant** hires the **mirror universe** **Bareil** to win **Kira**'s affections and steal a **Bajoran Orb** from **Deep Space Nine**.

'RETURN TO GRACE'

FILE 70 CARD 80



Kira and **Dukat** are forced to become allies and hunt down a group of **Klingons** who have attacked an outpost where **Cardassians** and **Bajorans** are conducting peace talks.



'RIVALS'

FILE 70 CARD 29

Quark is dismayed when con man **Martus Mazur** arrives on **Deep Space Nine** to open a gambling joint in direct competition to his bar. **Mazur** succeeds in luring most of **Quark's** customers away by using a device that alters the laws of probability, causing them to keep winning.

Z

zabathu, Andorian

A type of equine species used for transportation, much like the **Klingon sark** or the Earth horse. The Andorian zabathu could be recreated on the **U.S.S. Enterprise NCC-1701-D** holodeck. (Starship Log: 'Pen Pals' [TNG]) **SEE FILE 69**

Captain Picard enjoyed riding an Earth horse on the holodeck, in preference to alien mounts such as the Andorian zabathu.



Zabee nuts Neelix referred to Zabee nuts during the opening of his short-lived 'A Briefing With Neelix.' He promised to report on everything from **Hlaka soup** to Zabee nuts. (Starship Log: 'Investigations' [VOY]) **SEE FILE 71**

Zabo A male native of **Sigma Iota II**. In 2268, Zabo was in the employ of **Jojo Krak** as a henchman. (Starship Log: 'A Piece of the Action' [TOS]) **SEE FILES 18, 68**

zabo meat A variety of edible animal protein on **Cardassia**. Zabo meat is often prepared in a traditional **Cardassian** stew. (Starship Log: 'Cardassians' [DS9]) **SEE FILES 13, 70**

Zadar IV A planet with an ocean of particular interest to academics. Oceanographer **Dr. Harry Bernard, Sr.** and his son once lived together in a house near the beach on Zadar IV. (Starship Log: 'When the Bough Breaks' [TNG]) **SEE FILE 69**

Zaheva, Captain Chantal The **Starfleet** commander of the science vessel **U.S.S. Brattain NCC-21166**. She was driven to insanity in 2367, while trapped in a **Tyken's Rift**, and killed her first officer before being murdered herself. (Starship Log: 'Night Terrors' [TNG]) **SEE FILES 19, 31, 69**

Zahir An attractive humanoid male from the **Delta Quadrant**. As a **Mikhali Traveler**, Zahir supplied details about what lay in **U.S.S. Voyager NCC-74656**'s path. He also developed romantic feelings toward **Kes**. (Starship Log: 'Darkling' [VOY]) **SEE FILES 18, 71**

Zahir had a brief love affair with Kes when he encountered the U.S.S. VOYAGER NCC-74656 crew.



The **U.S.S. ENTERPRISE NCC-1701-D** crew encountered a Zalkonian fleeing from his home world in 2366, and gave him the name 'John Doe.'

Zahl A **Delta Quadrant** culture. In an unrealized timeline, the Zahl were eradicated from history in 2374 as a side effect of the **Krenim Temporal Weapon Ship**. (Starship Log: 'Year of Hell', Part I [VOY]) **SEE FILES 40, 71**

Zai cluster A collection of stars and dust in the **Delta Quadrant**. **Kurros** and his **think tank** took pride in having recently reigned the red giants in this cluster. (Starship Log: 'Think Tank' [VOY]) **SEE FILE 71**

Zakarian, Commander Starfleet Academy's survival training professor. Zakarian's multiple allergies inspired his nickname, 'Sneezy.' He was not well-liked and **B'Elanna Torres** claimed to know more survival tricks than he does. (Starship Log: 'The Caretaker' [VOY]) **SEE FILE 71**

Zaldans A sentient, warp capable species characterized by webbed fingers and a profound distaste for artifice. Zaldans believe social graces are used when people have something to hide. (Starship Log: 'Coming of Age' [TNG]) **SEE FILE 69**

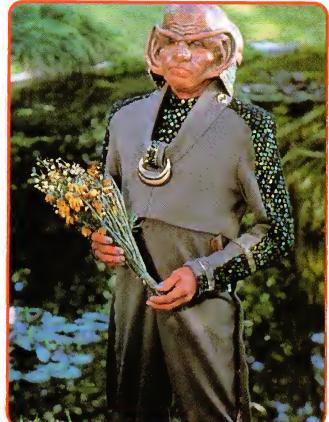
Zalkon The homeworld of the **Zalkonians**, who included the **Zeta Gelis Cluster** in their domain. (Starship Log: 'Transfigurations' [TNG]) **SEE FILE 69**

Zalkonians Humanoids from the planet **Zalkon**. In 2366, the **U.S.S. Enterprise NCC-1701-D** aided a Zalkonian who was evolving into a noncorporeal existence. (Starship Log: 'Transfigurations' [TNG]) **SEE FILE 69**

Zambrano, Battle of A pivotal conflict on **Solais V**. Mediator **Riva** used the site of this battle as the meeting place for peace negotiations, so the parties would not forget the price of war. (Starship Log: 'Loud as a Whisper' [TNG]) **SEE FILE 69**

Zan Periculi Colorful blooming vegetation indigenous to **Lappa IV**. Zan Periculi flowers were an important clue in the abduction of **Lwaxana** and **Deanna Troi** since Lappa IV is a **Ferengi** world. (Starship Log: 'Menage a Troi' [TNG]) **SEE FILE 69**

zabathu, Andorian
Zabee nuts
Zabo
zabo meat
Zadar IV
Zaheva, Captain Chantal
Zai cluster
Zakarian, Commander
Zaldans
Zalkon
Zalkonians
Zambrano, Battle of
Zan Periculi
Zanthi fever
Zapata NCC-33814, U.S.S.
Zarabeth
Zarale, Gul
Zaterl emerald
Zaynar
Zayra IV
Zayra
Zed Lapis sector
Zee
Zee-Magnees Prize
Zeemo, Carl
Zef'No
Zefram Cochrane High School
Zek



DaiMon Tog attempted to woo Lwaxana Troi with Zan Periculi flower. She was not interested, so Tog chose to abduct her instead.



Mediator Riva chose the site of the Battle of Zambrano to conduct peace talks on war-torn planet Solais V.





Zanthi fever

A disease that alters the mental powers of older Betazoids. **Lwaxana Troi's** 2371 episode of Zanthi fever inflamed odd romantic liaisons in those around her. A wide-spectrum anti-viral agent stopped the contagion. (*Starship Log: 'Fascination'* [DS9]) **SEE FILES 58, 70**



Lwaxana Troi's bout of Zanthi fever inflamed the passions of those around her, including Jadzia Dax who could not keep her hands off Benjamin Sisko.

Zapata NCC-33814, U.S.S.

An **Surak**-class ship. In 2366, the **U.S.S. Enterprise NCC-1701-D** and the Zapata were due to rendezvous. (*Starship Log: 'Menage a Troi'* [TNG]) **SEE FILE 69**



Zarabeth An attractive woman from the planet **Sarpeidon**, exiled to her planet's past. Zarabeth fell in love with **Spock** after the **Vulcan** and **Dr. McCoy** were sent to the same time period. (*Starship Log: 'All Our Yesterdays'* [TOS]) **SEE FILES 58, 68**

Zarabeth was condemned to a life of isolation during her planet's ice age, and fell for Spock when he was accidentally sent back to the past.

Zarale, Gul

A **Cardassian** notorious for his bloodlust. Zarale died in the **Sahving Valley** on **Bajor** when **Li Nalas** stumbled upon him at a vulnerable moment. Zarale's death elevated Li Nalas to legendary status. (*Starship Log: 'The Homecoming'* [DS9]) **SEE FILES 47, 70**

Zaterl emerald

A gem of immeasurable price hidden in the ruins of **Ligillium**. **Captain Jean-Luc Picard** was one of the few who knew the location of Ligillium and the semi-mythical stone. (*Starship Log: 'Devil's Due'* [TNG]) **SEE FILE 69**

Zaynar

A native of the planet **Angosia**. In 2366, Zaynar worked for **Prime Minister Nayrok** and was one of the many people with no compassion for the altered **Tarsian War** veterans. (*Starship Log: 'The Hunted'* [TNG]) **SEE FILES 18, 69**

Zayra IV

A planet hosting a **Federation** starbase. **Miles O'Brien** once worked on the emitter array at the Zayra IV starbase. During the job he adopted a **Talarian hook spider** as a pet. (*Starship Log: 'Realm of Fear'* [TNG]) **SEE FILES 43, 69**

Zayra

The **Bajoran** manager of the **Transit Aid Center** on **Deep Space Nine** in 2369. Zayra fomented anti-**Odo** hysteria when the shapeshifter was accused of murdering another Bajoran on the station. (*Starship Log: 'A Man Alone'* [DS9]) **SEE FILE 70**

Zed Lapis sector

The name for an area of space charted by the **Federation**. The **Vagra system** and the planet **Vagra II** are found in this sector. (*Starship Log: 'Skin of Evil'* [TNG]) **SEE FILES 4, 69**



Zee The name by which **Norvo Tigan** called his sister, **Ezri**. Though Ezri Tigan later became **Ezri Dax**, it did not affect the affectionate diminutive employed by Norvo. (*Starship Log: 'Prodigal Daughter'* [DS9]) **SEE FILES 43, 70**

Norvo Tigan sacrificed his artistic skills to work for his mother, and was very fond of his sister Ezri whom he affectionately called 'Zee.'

Zee-Magnees Prize

The most revered scientific achievement award in the **Federation**. **Dr. Richard Daystrom** received the Zee-Magnees Prize for his advances in the field of **duotronics** in 2243. **Dr. Ira Graves** was also once a recipient. (*Starship Log: 'The Ultimate Computer'* [TOS]; *'The Schizoid Man'* [TNG]) **SEE FILES 68, 69**

Zeemo, Carl

A character who appeared in the **Vic Fontaine holoprogram's** preprogrammed plot twist. Zeemo was an elderly, vicious, mob boss who sent **Frankie Eyes** to buy Vic Fontaine's establishment. (*Starship Log: 'Badda-bing Badda-bang'* [DS9]) **SEE FILE 70**

Mobster Carl Zeemo tried to put the frighteners on Vic Fontaine.



Zef'No

A **Kressari** national and captain of the freighter, **Calondon**. Zef'No took **Cardassian**-supplied arms to the **Circle**, a **Bajoran** fundamentalist group, in 2370. Once Zef'No's suppliers were identified, the Circle disappeared. (*Starship Log: 'The Circle'* [DS9]) **SEE FILE 70**

Zefram Cochrane High School

Geordi La Forge attended this secondary school, named for the inventor of warp drive technology, from 2349 to 2353. In 2063, Cochrane was not comfortable hearing about such future honors. (*Starship Log: Star Trek: First Contact*) **SEE FILES 44, 79**

Zek

The manipulative, greedy, arbitrary, and self-indulgent **Ferengi** who served as **grand nagus**, the highest office on **Ferenginar**, until 2375. Zek had a son, **Krax**. In his later years, Zek relied heavily on **Ishka**, with whom he also had a romance. Her influence became apparent after Zek passed a Ferengi **Bill of Opportunities** that created a congress, granted equal rights to women, and instituted compassionate social programs. When Zek retired to **Risa**, he left his throne to **Rom**. (*Starship Log: 'The Nagus'* [DS9]) **SEE FILES 14, 51, 70**



Zek brought many reforms to Ferenginar during his reign as grand nagus, including giving women the right to wear clothes.

Z continued

zenite

An ore found on **Ardana** and **Merak II**, needed to combat plant disease. In 2269, **Dr. McCoy** discovered a gas associated with unprocessed zenite, which mentally retarded miners working in primitive conditions. (*Starship Log: 'The Cloud Minders'* [TOS])

SEE FILES 18, 68

Zeon

A **Class-M** planet populated by peaceful humanoids with interplanetary vehicles. Zeons were helping those on their sister planet **Ekos** until Nazis came to power on Ekos and declared Zeons enemies of the state. (*Starship Log: 'Patterns of Force'* [TOS])

SEE FILES 18, 68

zero-grav

Also called zero-g, this is the term for weightless or micro-gravity conditions. When **Worf** received his standard **Starfleet** zero-gravity combat training he learned that zero-g made him feel nauseous. The **U.S.S. Enterprise NCC-1701-D**'s cargo hold contained a zero-grav field that kept **Kamala**'s cocoon in weightless suspension. (*Starship Log: 'The Perfect Mate'* [TNG]; *'The Begotten'* [DS9])

SEE FILES 69, 70

zero-grav combat training

A part of **Starfleet**'s rigorous training program. (*Starship Log: Star Trek: First Contact*)

SEE FILE 79

zero-grav tumbling

A performance art popular on **Bajor**. **Shakaar Edon** invited **Kira Nerys** to accompany him to a zero-grav tumbling show on **Deep Space Nine**'s Promenade in 2373. (*Starship Log: 'The Begotten'* [DS9])

SEE FILE 70

Zero-Zero-Zero-One

The name of the prototype **Pralor Automated Personnel Unit**, uniquely equipped with an interchangeable power supply, fashioned by **B'Elanna Torres**. She destroyed Zero-Zero-Zero-One to prevent it from being replicated. (*Starship Log: 'Prototype'* [VOY])

SEE FILES 18, 40, 71



▲ B'Elanna Torres was forced to destroy the prototype Zero-Zero-Zero-One when she realized the Pralor units had destroyed their creators.

Zeta Alpha II

A **Federation** planet not far from **Sentinel Minor IV**. The **U.S.S. Lalo NCC-43837** was destroyed by the **Borg** near Zeta Alpha II in 2366. (*Starship Log: 'The Best of Both Worlds', Part I* [TNG])

SEE FILE 69



▲ The U.S.S. ENTERPRISE NCC-1701 encountered the Zetarians in 2269, when they tried to take over a crew member's body.

Zeta Gelis Cluster

A collection of gravitationally associated stars that had not been mapped by **Federation** cartographers until 2366. The cluster, claimed by the **Zalkonians**, took seven weeks to map. (*Starship Log: 'Transfigurations'* [TNG])

SEE FILE 69

Zetar

A planet that suffered a catastrophe thousands of years ago, in which all but a few of its inhabitants were killed. (*Starship Log: 'The Lights of Zetar'* [TOS])

SEE FILES 18, 68

Zetarians

The last survivors from the planet **Zetar**, who existed in space as a noncorporeal community, searching for a host body. For most, contact with Zetarians was fatal. (*Starship Log: 'The Lights of Zetar'* [TOS])

SEE FILES 18, 68

Zevians

A group in routine contact with **Deep Space Nine** in 2374. **Odo** thought the Zevian authorities might be interested in his smuggling ring report, but needed **Benjamin Sisko**'s permission to release it. (*Starship Log: 'His Way'* [DS9])

SEE FILE 70

zhian'tara

The word for the **Trill** rite of closure ceremony. During this process, the memories of past hosts are instilled in friends of the current host so old and new can interact for a better understanding.

Jadzia Dax's zhian'tara took place on **Deep Space Nine** in 2371. (*Starship Log: 'Facets'* [DS9])

SEE FILES 9, 43, 70

Zhukov NCC-62136, U.S.S.

An **Ambassador-class** **Federation** ship, commanded by **Captain Gleason**. The **Zhukov** and the **U.S.S. Enterprise NCC-1701-D** crossed paths several times, mostly to transfer personnel. **Reginald Barclay** once served on the **Zhukov**. (*Starship Log: 'Hollow Pursuits'* [TNG])

SEE FILES 31, 43, 69

Zibilians

A tattooed humanoid species that numbered collector **Kivas Fajo** among its members. (*Starship Log: 'The Most Toys'* [TNG])

SEE FILE 69

zilm'kach

A Klingon food, available from **Deep Space Nine**'s Klingon food kiosk. **Dr. Julian Bashir** once ordered some for himself and his date. (*Starship Log: 'Melora'* [DS9])

SEE FILES 11, 70



- zenite
- Zeon
- zero-grav
- zero-grav combat training
- zero-grav tumbling
- Zero-Zero-Zero-One
- Zeta Alpha II
- Zeta Gelis Cluster
- Zetar
- Zetarians
- Zevians
- zhian'tara
- Zhukov NCC-62136, U.S.S.
- Zibilians
- zilm'kach
- Zimbata, Captain
- Zimmerman, Dr. Lewis
- Zio
- Ziyal
- Zlangco
- Zocal's Third Prophecy
- Zolan
- Zor Khan
- Zora
- Zora Fel
- Zorn, Groppler
- zoth-nut soup
- Zweller, Cortin
- zylo eggs
- Zyree
- Zytchin III



▲ Kivas Fajo was a Zibalian trader who carried out an elaborate plan to steal Commander Data and keep him as part of his collection of unique objects.



▲ Dr. Julian Bashir took Ensign Melora Pazlar out for Klingon food during their brief romance on DEEP SPACE NINE, and ordered zilm'kach – a segmented orange dish.



Zimbata, Captain

The commander of the **Constellation**-class **U.S.S. Victory NCC-9754**, and **Geordi La Forge's** captain prior to **Jean-Luc Picard**. Zimbata was presented with a model of the ancient sailing ship **Victory** by La Forge. (*Starship Log: 'Elementary, Dear Data'* [TNG]) **SEE FILES 19, 31, 69**

Zimmerman, Dr. Lewis

The **Starfleet** engineer who developed the **Emergency Medical Hologram**, installed in **U.S.S. Voyager NCC-74656**. By 2373, Zimmerman was Director of Holographic Imaging and



Programming at **Jupiter Station** and was working on a **Longterm Medical Hologram**. (*Starship Log: 'Doctor Bashir, I Presume?'* [DS9]; 'The Cloud' [VOY]) **SEE FILES 43, 70**

Dr. Lewis Zimmerman was smitten with Leeta when he visited DEEP SPACE NINE, and tried to tempt her to return with him to JUPITER STATION. She refused, preferring to stay with Rom.

Zio

A prisoner in the **Akritirian** prison satellite where **Harry Kim** and **Tom Paris** were incarcerated in 2373. Zio spent six years writing an exposé on the true purpose of the 'clamp.' (*Starship Log: 'The Chute'* [VOY]) **SEE FILES 18, 71**

Ziyal

SEE **Tora Ziyal**

Zlangco

A virtually immortal **Nol-Ennis** commander, forced to wage a never-ending conflict with the **Ennis** on a **Gamma Quadrant** moon. (*Starship Log: 'Battle Lines'* [DS9]) **SEE FILES 18, 70**

Zocal's Third Prophecy

An ancient **Bajoran** prediction that someone close to the **Prophets** would find the lost city of **B'hala**.

Kira Nerys quoted this to **Sisko** when he took an interest in B'hala. (*Starship Log: 'Rapture'* [DS9]) **SEE FILES 10, 70**

The Emissary found the ruins of the ancient city of B'hala on Bajor in 2373, as foreseen by Zocal's Third Prophecy. Bajoran archeologists had searched in vain for the city for 10000 years.



Zolan

A humanoid who whispered to **Julian Bashir** his suspicions about **Proka Migdal** mistreating his adopted **Cardassian** son, **Rugal**. Zolan's gossip launched an investigation that revealed Rugal's biological father. (*Starship Log: 'Cardassians'* [DS9]) **SEE FILE 70**

Zor Khan

A tyrant who ruled the planet **Sarpeidon** with an iron fist. Zor Khan never killed his enemies, but had no regrets about using the **atavachron** to strand them 5000 years in his planet's past. (*Starship Log: 'All Our Yesterdays'* [TOS]) **SEE FILES 18, 66, 68**

Zora

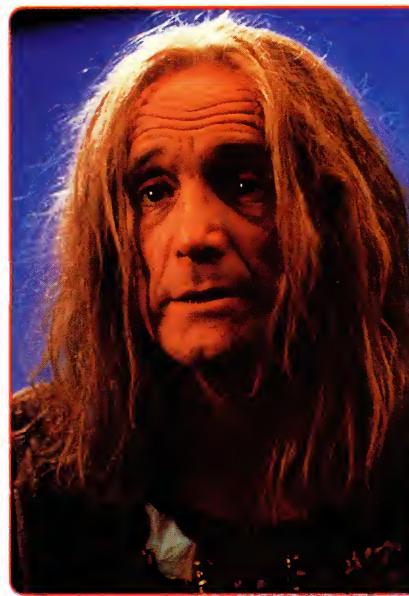
A woman whose name became synonymous with evil when her monstrous experiments on the people of **Tiburon** became known. Zora was a member of the evil team created by **Yarnek of Excalbia**. (*Starship Log: 'The Savage Curtain'* [TOS]) **SEE FILE 68**

The rock-like creature Yarnek could create replicas of historical figures in order to study humanoids, including the notorious Zora.



Zora Fel

A group subjugated by **Rurik the Damned**, an honored **Klingon** warrior. His conquest of the Zora Fel was cause for rejoicing long after the event. (*Starship Log: 'Apocalypse Rising'* [DS9]) **SEE FILE 70**



Zorn, Groppler

The **Deneb IV** native and high official of the **Bandi** people. Zorn forced a massive, shapeshifting life form to become a starbase and then offered those facilities to **Federation** representatives. (*Starship Log: 'Encounter at Farpoint'* [TNG]) **SEE FILES 18, 69**

Groppler Zorn led the Bandi people who wished to join the United Federation of Planets in 2364. They misled Starfleet by claiming they had built FARPOINT STATION, when in reality they had captured a being and forced it to take on the spaceport's form.

zoth-nut soup

A unique food found only on **Rivvos V** in the **Delta Quadrant**. **Kurros's** think tank asked for its recipe as compensation for keeping the **Borg** away from Rivvos V. (*Starship Log: 'Think Tank'* [VOY]) **SEE FILE 71**

Zweller, Cortin

Nicknamed Corey, Zweller was a contemporary of **Jean-Luc Picard** and participated in the **Nausicaan** altercation that left Picard with an artificial heart. Zweller's first posting was on the **U.S.S. Ajax NCC-11574**. (*Starship Log: 'Tapestry'* [TNG]) **SEE FILE 69**

zylo eggs

These are zylo embryos sealed within a casing. **Geordi La Forge** suggested zylo eggs as an appropriate subject for **Data's** first painting and attempt at creativity. (*Starship Log: '11001001'* [TNG]) **SEE FILE 69**

Zyree

An intimidating **Dosi** female who put **Quark** in contact with the **Karemna** in 2370. Zyree's introduction came at a price. (*Starship Log: 'Rules of Acquisition'* [DS9]) **SEE FILE 70**

Zy'tchin III

A planet where **Jean-Luc Picard** vacationed for four days. Afterward, Picard lied to **Beverly Crusher** by telling her he had had a marvelous time there. (*Starship Log: 'Captain's Holiday'* [TNG]) **SEE FILE 69**